

PRIMA[®] OFFICIAL GAME GUIDE

CARD SHOP SECRETS ✓
TRADING STRATEGIES ✓
TWO GUIDES FOR THE PRICE OF ONE ✓

GBA

PS2

Visit us online at primagames.com



**TWO
GUIDES
FOR THE
PRICE OF ONE!**



This game has received the following rating from the ESRB



AT&T
ATARI



PRIMA OFFICIAL GAME GUIDE



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Jill Hinckley

Project Editor: Amanda Peckham

Editorial Assistant: Christy Seifert

© 2004 Atari Interactive, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Marketed and distributed by Atari, Inc., New York, NY.

Duel Masters, Kaijudo Showdown, and their logos are TM and © 2004 Wizards/Shogakukan/Mitsui-Kids/ShoPro. Wizards of the Coast and the Wizards of the Coast logo are trademarks of Wizards of the Coast. All rights reserved. Used under license. Hasbro and its logo are trademarks of Hasbro and are used with permission.

Duel Masters developed for PlayStation®2 by High Voltage Software, Inc.

Duel Masters: Kaijudo Showdown developed for Game Boy® Advance by Mistie Software, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important: Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4586-7

Library of Congress Catalog Card Number: 2004109803

Acknowledgments

Prima and the authors would like to thank Stacy Hendrickson and Ryan Wener at Atari for all their help.

Michael Knight is grateful for the support of his wife and children while working on this guide. Special thanks to Beth Knight and Ryan Seggerman for their insights into *Duel Masters*.

Michael Searle also thanks his loving family—Deb, Cassie, Raina, Henry, and Tristan.

MICHAEL KNIGHT AND MICHAEL SEARLE

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

contents

CHAPTER 1:	The Path to Kaijudo Master	2
CHAPTER 2:	Mastering the Duel	3
	The Basics	3
	Creature Powers	11
	PlayStation®2 Gameplay Differences	13
CHAPTER 3:	PS2: The World of <i>Duel Masters</i>	14
	The Map	14
	Collecting Cards	14
	Experience	15
	Final Tournament	15
	Regular Duelists	16
CHAPTER 4:	PS2 Strategy: Fire	28
CHAPTER 5:	PS2 Strategy: Light	43
CHAPTER 6:	PS2 Strategy: Darkness	57
CHAPTER 7:	PS2 Strategy: Water	71
CHAPTER 8:	PS2 Strategy: Nature	85
CHAPTER 9:	GBA Strategy Quick-Take Walkthrough	97
CHAPTER 10:	<i>Duel Masters</i> Card Guide	109



THE PATH TO KAIJUDO MASTER

自然水火光闇

So, you come seeking knowledge and guidance to help you become a Kaijudo Master. You shall not be disappointed. Within the pages of this guide, you will find all that you need to know in order to achieve ultimate mastery of the duel. No matter whether you are playing *Duel Masters* for the PlayStation®2 or *Duel Masters: Kaijudo Showdown* for Game Boy® Advance, this guide has it.



In order to help you quickly find the information you are searching for, this book has been divided into four main parts.

THE FIRST section, Chapter 2:

Mastering the Duel, contains basic strategy for playing *Duel Masters*. Since both games are based on the *Duel Masters* card game, strategy and tactics for dueling is discussed. In addition, you can find specific information for each digitalized version of the card game.

THE SECOND section, containing six chapters in all, focuses on *Duel Masters* for the PlayStation®2.

Chapter 3 discusses general concepts such as the map, Card Shop, experience ladder, and special unlockables. Chapters 4 through 8 feature specific strategies for using each of the five civilizations—Fire, Light, Darkness, Water, and Nature. No matter which civilization you choose, you will find the tips and tactics necessary to succeed.

If you are playing *Duel Masters: Kaijudo Showdown* for Game Boy® Advance, turn to **THE THIRD** section. In this section, a quick-take walk-through of the five civilizations is detailed. The key goals of each civilization are given to help you achieve victory. Lists of the available cards for trading are also featured, as well as all the decks used in *Duel Masters: Kaijudo Showdown*.

THE FOURTH and final section is the section which you will turn to more often than any other. Chapter 16 is the *Duel Masters* Card Guide. Here you will find information on all 305 cards available between the two games. In addition to a graphic of the actual card from the card game, you will also be provided with rankings and tips on each and every card. This section can be used for playing the card game as well as the PlayStation®2 and Game Boy® Advance versions.

Now that you know where to go, continue on and you may become the ultimate Kaijudo Master.

MASTERING THE DUEL

自然水火光闇

From the first taunt in your hometown to the fierce competition in the professional tournaments, you will be dueling hundreds of opponents. In order to gain more cards for your collection and earn more experience points to advance to the level of Master Duelist, you must win those duels. You could throw some random cards together and play whatever you feel when it comes time to duel, but you aren't going to advance that way. You need to learn the fundamentals of the game, and with some basic strategies under your belt and a willingness to learn from your mistakes, it won't take long for you to become a champion.



You had better be prepared before you enter a tournament or you won't see the battle zone for long.

The Basics

There are five key areas that you need to excel in to hone your *Duel Masters* fighting skills. Starting with deck construction and ending with how to finish off your opponent in a duel, the next few pages give you everything you need to improve your game.



Learn the fundamentals first before you worry about securing all the best cards.

deck construction

All *Duel Masters* decks must contain 40 cards. On the one hand, you don't have to think too hard about how much you want to put into your deck—you can only fit 40 cards. On



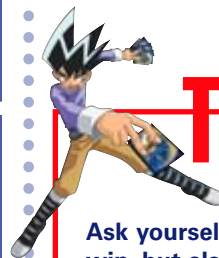
Any deck you build must have exactly 40 cards.



Build your deck around a way to win.

the other hand, you have to determine which 40 cards from your collection make the best fit together.

The first question you have to ask is, how do you want to win? Do you want to bash your opponent with big creatures or do you want to control the battle zone with all sorts of destruction spells? Should you focus on slipping in with Water's unblockable creatures, or do you need to concentrate on setting up to win with a single spell like Holy Awe? Your decision on how you want to win will help shape your deck.



Tip

Ask yourself how you want to win, but also look through your collection to see if you have enough cards to create a deck around that strategy. If not, choose a strategy that your collection can support.



PRIMA OFFICIAL GAME GUIDE

For example, let's say you just won a Vampire Silphy at the end of the duel and want to build a deck around it. The 4000-power Vampire Silphy costs eight mana, which is a lot to ask from a normal deck. To reach that eight-mana mark, you need extra mana during the game, which cries out for you to include Nature's mana-producing creatures.



The Vampire Silphy can be powerful, but it takes eight mana to use it.

Just like that you've made a big decision: The deck will be a Darkness/Nature deck. Since you have one eight-mana creature, why not add some other big creatures? The focus of your deck will be to beat your opponent with big creatures, and with Nature's extra mana you can get to them fast enough that they will cause problems for your opponent before his or her deck is even set up.

An advantage of the Vampire Silphy is its special ability: When you put it into the battle zone, it destroys all creatures that have 3000 power or less. It's a powerful ability and it fits with your theme, since your big creatures won't die from the Vampire's effect and the ability can destroy many of your opponent's creatures. Play up that theme with Darkness's other destruction spells, like Death Smoke and Terror Pit. Not only do



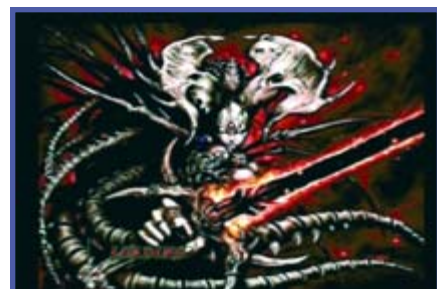
Nature's mana creatures will help support your Darkness deck until it beats up enough mana to use all its cards.

they complement the Vampire, but you buy time for your big creatures to show up. The destruction spells can also wipe out any potential blockers later in the game.

After you have your winning strategy set up, go back through your civilizations—in the case of the Vampire Silphy deck, those would be Darkness and Nature—and fill up the remaining slots with the best cards you own from those civilizations. The "best" cards would mean cards that fulfill certain roles in the deck, not necessarily the most expensive cards.



Know the strengths of your deck's civilizations. If you decide to use Darkness, you want to include its destruction spells.



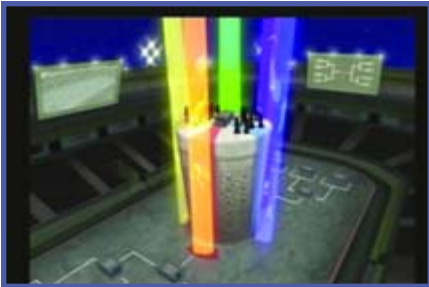
Add Darkness cards to your deck that support your theme, like Terror Pit and Death Smoke.



Fill your deck with powerful cards, but not necessarily the most costly ones.

We'll talk about mana curve in the next section, but watch that you don't load up your deck with high-cost cards and end up twiddling your thumbs during the game as you wait for your mana to build up. If your deck is lacking in defense, include some cheap blockers like Darkness' Bloody Squito. If your deck only has one copy of some key creatures, you will have to fill in with three and four mana creatures as you

Mastering The Duel



Think about what decks you might play against and add cards to your deck that can stop those decks cold.

stall the battle arena for your big guns. Only playing experience will tell you what the deck is missing in order to turn into a winning machine.

When you pool your 40 cards, do one last thing: Think about what decks your opponents will be using. Are you going to see a lot of speed decks that try to blow up your shields by turn five? If so, you had better add some blockers that only cost one or two mana. Will your opponent plop down a 9000-power Explosive Fighter Ucan? You should have a destruction spell that can deal with it. It takes practice to determine what those enemy threats may be, and you may have to shuffle your "finished" deck around a bit to accommodate those antidote cards, but your deck will be stronger for the effort.

Remember that you can build as many decks as you want. Experiment between matches—you never know when you'll stumble upon an even better deck idea.



Have fun and build as many decks as you like.

Mana

Everything you do requires mana. If you want to use your bruiser, it costs mana. If you want to destroy your opponent's creature, it costs mana. You can't get away from paying for a card, unless you get lucky on a spell's shield trigger when your opponent's creature attacks.

In *Duel Masters*, you can put one card from your hand to the mana zone each turn. Which card do you place in your mana zone, knowing that you won't see it in the battle zone for the rest of the game?

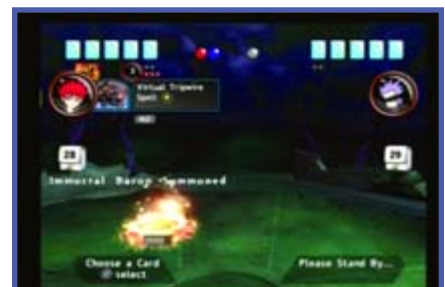
It all depends on where you are in the game. Early on, place your highest-cost cards in the mana zone. Don't hold on to a card that costs seven mana when

Caution

Include the best cards from your deck's civilizations, but don't forget about your mana curve. You don't want to be stuck with only expensive cards in your hand and nothing in the battle zone.

Tip

Your first few mana choices should usually be your most expensive cards.



Tip

Anticipate some of the common deck types like speed, control, and big creatures, and equip your deck to overcome those threats.



PRIMA OFFICIAL GAME GUIDE



Use your high-cost cards early.

During the midpoint of the game, it's a judgment call on what card to play as mana. If you have a lot of spells in your hand and very few creatures, you could convert one of the spells to mana so you have enough creatures. If you have duplicates of a card in your hand, ditch one of those for mana to leave yourself with many options.

Also, study the state of the battle zone. If your opponent is about to press the attack, don't ditch your destruction spell as mana. However, if your opponent is sitting back, it may be fine to turn your blocker into a mana card. Analyze the situation and choose the best card accordingly.

Once you have enough mana to cast most of your spells, you will have to decide each turn whether you want to convert one of your cards to mana or not.

Late in the game, it's the opposite model from your starting hand: You want to ditch your lowest-cost cards. The cards that cost you more are almost always more powerful than the cheaper cards. Low-cost cards might serve you well in the early game, but when you have the mana to go for the big boys, hold on to

Your mana strategy early is the opposite of your mana strategy late.

them and cast those high-cost cards one turn after the other.

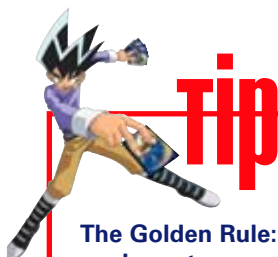
Of course, it's not as simple as it may seem. Even late in the game, you may not want to automatically ditch your lowest cost card. You may want to use, for example, a two-mana Crimson Hammer to destroy an offending enemy creature. You might also want to cast two cards in the same turn, and you won't be able to do this if both cards cost a lot. Again, it comes down to studying the battle zone and making the best decision based on the creatures in the battle zone and potential threats in hand.

Let's take a sample game and show you how your mana could be played from start to finish. You begin the game with the following cards:



Do you use your card for mana or cast it into the battle zone?

From our opening hand, we choose to convert Natural Snare to mana.



The Golden Rule: Affordable cards cost no more than six mana. Cards that cost seven mana or more are expensive.

Mastering The Duel



The second turn starts with a new Natural Snare card. We need Fire mana so we put the Nomad Hero Gigio in the mana zone.

org; Nomad Hero Gigio; Bronze-Arm Tribe; and Natural Snare. The best strategy for your opening hand is to choose a high-cost card to put in the mana zone. Both Fire's five-mana Nomad Hero Gigio and Nature's six-mana Natural Snare fall into that category. Either one would work right now, but we'll opt for the more expensive one and put the Natural Snare into our mana zone.

As luck would have it, our next draw on our second turn is another Natural Snare. We have one green mana in our mana zone, but now we need a red mana to cast our Fire cards. We have two Fire cards that we could cast—Crimson Hammer and the Immortal Baron, Vorg—and we want to get the creature out early. Since playing the second Natural Snare would only net us two mana, which wouldn't satisfy the requirement to cast our Fire cards, we have to put the red Nomad Hero Gigio into the mana zone.

We draw another Immortal Baron, Vorg, and choose to drop our second Natural Snare into the mana zone on turn three.

On turn three, purely by chance, we draw another Immortal Baron, Vorg, to replace the one we cast to the battle zone last turn. As the game goes on and our cards in hand shrink, it gets tougher and tougher to make mana decisions. Since we still want to hold the Vorg and the Crimson Hammer (they are both usable cards for us right now), and you can cast Bronze-Arm Tribe this turn to further increase our mana total, we have to put the second Natural Snare into our mana zone.

We now have three mana. We cast the Bronze-Arm Tribe and suddenly boost our mana total up to four.



Tip
Early in the game, put a card in your mana zone each turn no matter what. You may want to hold on to all your powerful cards, but if you don't build mana, you'll slow yourself down and won't cast much of anything.

Explosive Fighter Ucam pops up next. It's too dangerous to cast it this early in the game, since Ucam destroys two of our mana when it comes into play.

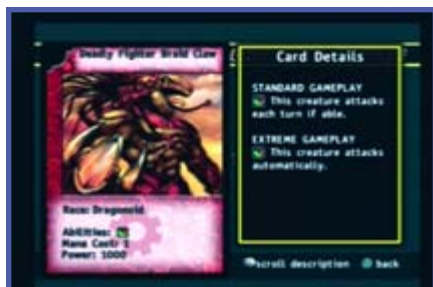
We draw Explosive Fighter Ucam on our next turn. Later in the game, this would be a dynamite card, but right now we can't afford to cast it. Ucam's drawback is that it destroys two of our mana cards when it enters the battle zone, which is something we can't do at this point. Use Ucam as mana, and now we have five mana and can cast almost any creature in our deck from here on out.

Before our fifth turn, our opponent attacks us and destroys one of our shields. We're down one shield, but remember that the card actually moves from the battle zone to your hand, so we now have an extra card to work with. With the shield, we drew a Deadly Fighter Braid Claw, and with our regular card draw we gained a Thorny Mandra.

As a 1000-power attacker, the Braid Claw doesn't work as well now as it would have on the first or second turn, but we'll keep it in case we need a creature in the future. We can, however, cast the five-mana Thorny Mandra to help out in the battle zone.

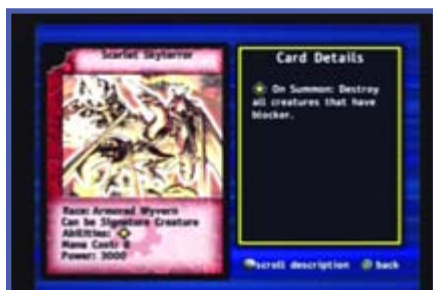


PRIMA OFFICIAL GAME GUIDE

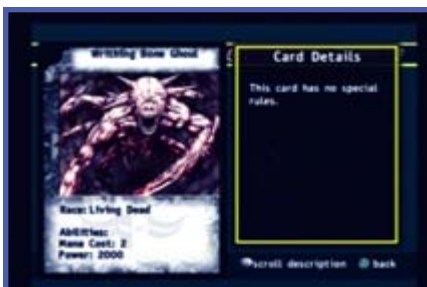


The Deadly Fighter Braid Claw does us little good in the battle zone right now, so it's added to our growing mana pile.

Once you get to the middle part of the game, you have to weigh whether you want to use a card for mana or not. Depending on how much cards cost in the deck, you usually lay off building mana after the fifth or sixth mana card. Of course, if all your stuff costs a maximum of



Later in the game, you can cast a higher-cost card like the Gatling Skyterror.



A good mana curve enables you to cast at least one card each turn.

four mana, you won't need to have as much mana as if your deck had an average cost of six mana.

In our sample game, some of our Nature mana-producers helped out and we were able to escalate the mana up to a comfortable eight. At this level, even when we drew a creature like the seven-mana Gatling Skyterror we could cast it the same turn we drew it.

As we mentioned early in the chapter, every deck has a mana curve. Basically, the mana curve is how many cards you have in the deck that cost one mana, two mana, three mana—all the way up the ladder to the highest-cost card. The better the mana curve, the more likely you are to cast the appropriate cards when you have the mana, and the more likely you are to cast more than one card a turn later in the game.

If you have too many high-cost cards in your deck, you will be way too slow. Too many low-cost cards and you'll be fast, but you might not have the staying power late in the game. Strike a balance with your mana curve and your deck will perform well.

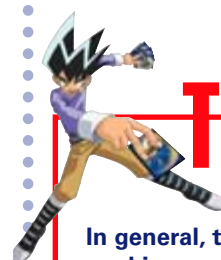


Load up on high-cost cards and your mana curve will get out of whack.

There is no set rule for what the average mana cost should be for a deck—a lot depends on the deck type. A control deck will have higher-cost cards, as will a Nature deck with lots of mana-producers trying to get the big finishers into play. A Fire speed deck might carry only a few cards over three mana.

casting creatures and spells

Do you play Bronze-Arm Tribe or Golden Wing Striker? The Nature player may have to make that decision at the three-mana mark, but which is the right call? Normally, you'd say Bronze-Arm Tribe to gain the extra mana, but what if you need



In general, the average cost of a card in your deck should be three or four mana.

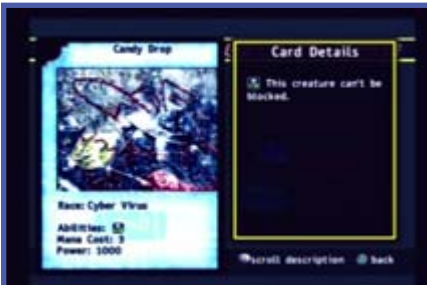
Mastering The Duel



At two mana, do you cast Crimson Hammer or Brawler Zylor? It all depends on your opponent's battle zone position.

a better attacker to intimidate your opponent's creature charge?

Whatever you play, it all depends on your analysis of the battle zone. If your opponent is off to a fast start, cast a defensive creature or use some of your destruction to slow the attack down. If you know you need lots of mana for your deck, get a



When you see an enemy threat like the unblockable Candy Drop, cast an answer to that threat like the Terror Pit.



Try to predict what deck your opponent is using by the first few cards cast.

mana-producer like Silver Axe into play quickly. When you feel comfortable with your board position, or just want to try to outpace your opponent, cast offensive creatures to gain the momentum.

You'll have to make a lot of decisions, and those will improve with experience. With many wins under your belt, you'll start recognizing the tendencies of the enemy decks and be able to plan a strategy to help you overcome them. If you see a Light and Water card after two turns, for example, you know you don't have to worry about a speedy attack, but you might be facing some huge blockers. Watch and learn, then try to predict what your opponent's deck will do next so that you stay one step ahead.

combat

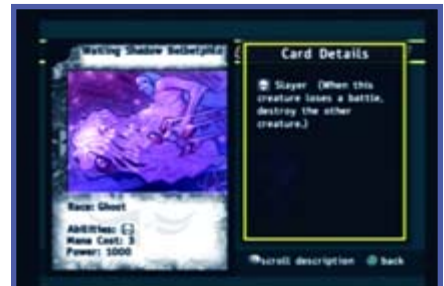
The art of combat comes from your decision on whether to attack or not. Even though a creature can attack, that doesn't mean it should. Sometimes, while you set up your strategy, you don't want to attack and destroy one of your opponent's shields to give him or her that extra card. Yes, you need to destroy all the shields to beat your



Certain creatures like Fire's Deadly Fighter Braid Claw must attack each turn, even if it means your opponent will destroy them on the following turn.

opponent, but do so when you're ready to take control of the game. A speed deck wants to go for the shields immediately, but many other decks like to hold back a bit to deny the enemy extra cards in hand.

Once an attacker taps to attack, that creature is vulnerable the following



Cavalry General Curatops can attack untapped creatures, but most other creatures can only attack tapped creatures.



PRIMA OFFICIAL GAME GUIDE



Some creatures can attack and block, such as Marrow Ooze, the Twister, and the Seamine.

turn to a counterattack. While untapped, a creature cannot be attacked (unless it's by a special creature like Cavalry General Curatops), but a tapped creature is open to attacks from everyone. With that in mind, you don't always want to attack with one of your creatures, even if it means knocking off a shield, because you'll end up dead the next turn.



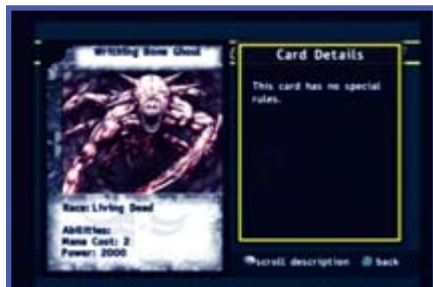
Attack with the Gregorian Worm and your opponent's Brawler Zylar will destroy you on the next turn.



Your blockers can intercept a counterattack on one of your creatures. Use a blocker if it means keeping your better attacker available.

Creatures that can attack and block come with a built-in dilemma: Do you attack and avoid blocking on your opponent's turn, or do you hold back to attack and waste a turn blowing up your opponent's shields? The key is usually in the other cards in your hand or what your opponent has been casting to the battle zone.

Let's try a sample combat situation. On the third turn, you have the 3000-power Gregorian Worm in play and your opponent has a 1000-power Brawler Zylar in the battle zone. If those powers stayed the same, it would be a no-brainer: You should destroy your opponent's shield, since a 1000-power creature couldn't destroy your 3000-power creature on the next turn. Except, Brawler Zylar is a +2000 power attacker, so it can



The Writhing Bone Ghoul can't get past the Revolver Fish without help.

reach up to 3000 power on the attack. If you attack with the Gregorian Worm, your opponent will probably counterattack with the Brawler Zylar the next turn, and you both lose a creature.

A few turns later, you end up with a 2000-power Writhing Bone Ghoul on your side. Your opponent plays defense with a 5000-power Revolver Fish. In this case, it would be foolish to attack with the Writhing Bone Ghoul, since your opponent has a blocker that is bigger than the Bone Ghoul. Wait until you have a destruction spell like Death Smoke to remove it from play before you continue your assault with the Bone Ghoul.



You can attack without fear of a counter-attack if you have blockers.

Toward the end of the game, your Bone Assassin, the Ripper is doing some serious damage to your opponent, when your opponent casts a few creatures that can counterattack and destroy your Bone Assassin. Do you stop attacking? Not necessarily. If you have a blocker or two in the game, continue to attack. When your opponent tries to counterattack and destroy the Bone Assassin on the next turn, your blocker can intercept the attack and fight on the Assassin's behalf. Your Bone Assassin can now attack again next turn.

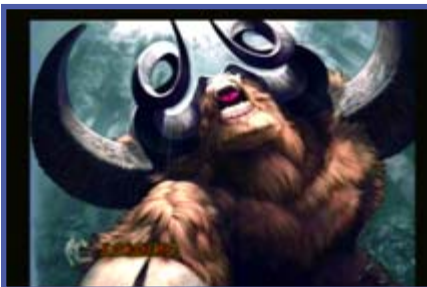
Mastering The Duel



You can finish off an opponent with small, quick creatures or large, expensive bodies.

Finishing the Match

Earlier we discussed that sometimes you don't want to attack early. Well, there will come a time in the duel when you want to go for the win. A speed deck goes for the win from the very first play, casting quick creatures to attack shields one after the other. A variation of the speed deck, a swarm



Finishers can be creatures like Nature's Roaring Great-Horn or Fire's Astrocomet Dragon.



Always have a back-up finisher in case your first one gets destroyed.

deck, will try to cast many creatures—maybe not as quickly as the speed deck—and pound the enemy shields through sheer numbers.

Most decks, however, will wait for one or two big creatures to blow past the enemy defenses and destroy the shields. In decks like these, as soon as you can cast your big creature, like Nature's Roaring Great-Horn or Fire's Astrocomet Dragon, go for it and attack over and over again until you win. If your opponent manages to destroy that creature, have several back-up finishers to replace the downed warrior and renew the offense.

Creature Powers

More creatures than not have cool special abilities in *Duel Masters*. Some of the more common special abilities get grouped into creature or spell "keywords" that are shorthand for a lengthy game effect, namely double breaker, evolutions, power attacker, shield trigger, and slayer. To rule the tournament scene, you need to know what all these keywords do and when to use the special abilities to their fullest extent.



From Bone Spider to Miele, Vizier of Lightning, there are many special abilities in the game.

Double Breaker

Creatures with double breaker ability destroy two shields with each attack, instead of the standard one. Note that a creature with double breaker will not break the last shield and then attack the player with the second part of the double breaker. When there's only one shield left, you just destroy the single shield.



Bolshack Dragon and Deathblade Beetle are examples of double breakers.



PRIMA OFFICIAL GAME GUIDE

Your double breakers make for great finishers. Once they get out, they speed up your game—you destroy twice as many shields with one attacker. You will pay extra for the ability, but look for a double breaker in Fire and Nature decks that is in need of a closer.

evolution creatures

Evolution Creatures must be used on a particular race. The Crystal Lancer, for example, can only be summoned on Liquid People, not Beast Folk. An Evolution Creature will grant a power increase to the original creature as well as a great special ability or two.



Evolution Creatures significantly power up the original creature you play them on.

Build your entire deck around an Evolution Creature, if you're lucky enough to earn one for your deck. Evolution Creatures are great surprise attackers, since you get to use their special ability *and* attack the turn they come into play.



Power attackers are vulnerable on defense.

power attacker

Power attackers get a bonus to their power when they attack. It's great on the attack, except that power attackers are vulnerable the turn after they attack since they lose the attacking bonus and are usually small enough for enemy creatures to destroy.

Power attackers fit well in aggressive decks. A speed deck can take advantage of them—you gain the benefit of the bonus power on the attack, where you want it, and you don't really care if the creature is destroyed in a counterattack. When you fill your deck with power attackers, you want to destroy your opponent rather quickly.

shield trigger

Some of your creatures and spells can be cast for free with a shield trigger, which makes them very powerful. In combat, if an opponent's creature destroys one of your shields with a shield trigger, you can immediately opt to cast it for free (and use its ability if it's a spell), rather than placing it into your hand to be cast later.

Tournament decks load up on shield triggers. Each civilization has its key shield trigger spells. Darkness houses

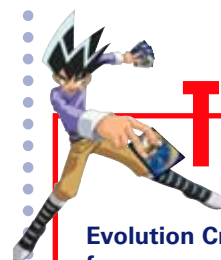


Very few spells have shield trigger, but all of them are tournament-worthy.

Terror Pit, Fire runs Burst Shot, even Nature gets in on the action with Natural Snare. Light holds the most devastating of them all with Holy Awe, while Water shows off with Spiral Gate.

slayer

When you want the slayer ability, you're playing Darkness. No other civilization has these creatures that can destroy another creature even if they lose the combat fight. Basically, you can use them as "bombs" against your opponent's creatures—attack an 8000-power creature with your Bone Assassin, the Ripper and both creatures are destroyed.



Tip

Evolution Creatures don't suffer from summoning sickness, so they can attack in the turn you cast them.

Mastering The Duel



Only Darkness holds slayer creatures.

layers fit into a Darkness destruction theme, so depending on your deck's mana curve and how many other creatures it has jam-packed in there, you may want to run creatures like Bone Assassin, the Ripper and Gigagiele.

PlayStation® 2 Gameplay Differences



With the PlayStation® 2 version, you can cast spells after you attack.

In the PlayStation® 2 version of *Duel Masters*, there are three key differences to the standard gameplay you may be familiar with from your card duels.

First, unlike the card *Masters*, you can use spells *after* you attack with a creature, cast a spell, attack again—basically, you can perform any action after another one.

When you think about strategy, this alters your tactics drastically. You can now attack and see what your opponent does before committing to a new creature. For example, let's say you attack and your opponent decides to let the attacker through. Summon a few cheap creatures to try to overrun your opponent on the next turn. If your foe had blocked and an assured victory was out of range, you might play it safe and summon forth a blocker to take care of defense. Factor in your casting/attacking actions into all your decisions from the second you have an attacker active.



You can only fit five creatures in the battle zone at one time.

Second, in PS2 battles, each arena holds a maximum of five creatures per side. Don't load up on mediocre creatures and max out the slots. This could cause a "logjam," where you're unable to cast your better creatures in a long stalemate game. Conversely, you want to push your opponent into this situation, which means you might not destroy that tapped creature when you have the chance.

Third, you can enter "Extreme Gameplay" mode on the PlayStation® 2. This arcade-style battle isn't turn-based; it's a free-flowing, real-time battle. Your creature abilities replenish after a designated amount of time (rather than serve as one-shots for the most part), and you



Try "Extreme Gameplay" if you want to battle your opponent without turns

can cast creatures and spells as often as you'd like, provided you have mana (which also replenishes over time). It's an old-fashioned shootout with high-tech graphics and magical creatures that can belch fire and rise from the dead. What more could you ask for?





THE WORLD OF DUEL MASTERS

自然水火光闇

Who knew there were so many places to hang out in *Duel Masters*? The more you play, the more you realize there are a lot of places to go and a lot of people to meet on your journey to become a Kaijudo Master. Some locations can only be accessed by a particular civilization. The Power Plant, for example, is for Light players only, while the Junkyard can only be found by Fire players.

This chapter will guide you with some travel preparation and useful play tips for your *Duel Masters* experience. Whether you want to know when you will reach your next level or which character you can unlock by winning 100 duels, read through the following pages and be enlightened...just like the monks would have it.



Your travels will involve dueling numerous opponents.

The Map

You don't have to walk anywhere in *Duel Masters*. Whenever you want to move somewhere, you simply call up the map and select the area you want to visit. Suddenly, you're there and continuing on with the story. No muss, no fuss.



Your main locations are always on the town map.



Successfully completing a quest can unlock a powerful character or location.

Certain areas can only be unlocked once you complete a prerequisite section of the story. You can't access the Tournament Hall, for example, until Knight sends you there. Each civilization also has a unique location where their particular story quests are played. Fire gets the Junkyard, Light hangs out in the Power Plant, Darkness stays in the Museum, Water likes the library and Nature seeks out the Forest Preserve.

Likewise, you can unlock certain characters in your travels. Once you unlock a character, you can play that character, and his or her deck, in Arcade Mode. You can unlock each monk by defeating him in the game, and you unlock your nemesis for each civilization by completing that civilization's campaign. Check out the chart on this page to see how to unlock all the special characters.

Collecting Cards

Your main source of cards will come from your duel victories. Each time you win a duel, you gain three random cards. Take the time after a duel to see if any of your new cards should instantly break into your lineup.



You gain cards through winning duels and store trades.

If you can't use those cards, you can always head to the Card Shop to sell them off. Build up enough store credit and you can buy a booster pack of all new cards. Odds are one of those cards will help out any new deck you build.

CHARACTER	HOW OBTAINED
Caitlan	Complete Fire Campaign
Chuck	Collect All Cards in Game
Darkness Monk	Defeat the Darkness Monk
Earl	Complete Nature Campaign
Fire Monk	Defeat the Fire Monk
Jalen	Complete Water Campaign
Knight	Complete the Campaign Tier in the Final Tournament
Light Monk	Defeat the Light Monk
Marcus	Complete Darkness Campaign
Nature Monk	Defeat the Nature Monk
Sera	Complete Light Campaign
Shobu	Win 100 Duels
Source	Win 50 Duels
Water Monk	Defeat the Water Monk
Widow	Complete the Game

The World of Duel Masters



Dueling gains you the most new cards for your deck.



Follow the story for your civilization and you're bound to gain some really good cards. At certain points in the story, you may get a choice of a rare creature for winning a tournament, or Knight might offer you a signature creature, which should always replace a less powerful creature in your deck. After completing all the quests for a given civilization, you end up with some impressive cards.

Experience

In *Duel Masters* you are recognized by your rank. Sure, you should have fun, and sportsmanship should be a



You can check your current experience level on the main menu screen.

big part of your playing experience, but when you're looking to qualify for a tournament or battle championships like Knight and the Monks, you must be of sufficient rank. Check out the chart on this page to see the experience totals needs to advance up the reputation ladder.

Final Tournament

At the conclusion of all five civilization campaigns, Knight's champions—Rusty, Luc, Flynn, Rebecca and Trey—all join forces to vanquish Widow's crew. Based on the individual storylines, your five different decks are tuned and powered up to handle any challenge.

Each of the main characters battles in the tournament against a random duelist or one of Widow's pupils. Flynn may, for instance, square off against Marcus in the Darkness bracket. If your champion wins two duels, you move on to the semifinals.



Knight's five champions get ready for the big tournament.



Widow and her protégés try to beat you in the final tournament.

In the semifinals, you play one last time to earn the final slot as head of that particular civilization. The semifinal duel will be the steepest competition you've faced to this point.

The idea is to get all the main characters up into the final five spots. Once all the champions are identified, you must choose one of the five to battle Widow for the last duel. Choose whichever deck you feel the most comfortable with, or the one you think will match up best against Widow's all-Darkness deck. Beat the villainous Widow and you end her mad scheme and save the world so your friends can flip cards to their hearts' content.

TITLE	EXPERIENCE REQUIRED
Beginner	0
Amateur	1700
Duelist	5000
Advanced	9350
Professional	15750
Master	25000

EXPERIENCE LEVEL	COMMON	UNCOMMON	RARE	VERY RARE	SUPER RARE
Beginner	67%	28%	4%	1%	0%
Amateur	67%	28%	4%	1%	0%
Duelist	57%	30%	10%	2%	1%
Advanced	57%	30%	10%	2%	1%
Professional	54%	30%	10%	4%	2%
Master	54%	30%	10%	4%	2%



PRIMA OFFICIAL GAME GUIDE

Regular Duelists



Lucy waits in the Restaurant for your challenges.

running all over the map for certain characters, cards, and creature card pieces. In each main area, from the Library to the Tournament Hall, you can duel three or four "regulars" who never change and rarely enter into the storyline. These regulars will duel at a moment's notice and can boost your reputation high enough to gain access to special characters and tournaments. You also score three cards from the duelists each time you win.



Simon only shows up in the Junkyard.

The following pages give you the rundown on each of these regular duelists' decks. Pay close attention to the civilizations that duelist has chosen, and make sure your deck can handle the match-up before you

accept a duel. With some practice and shuffling of cards between duels, you can use this list to identify the best targets for your deck and the ones that will give you the most experience. See the "Duelist Difficulty" chart for which opponents fall into the easy, medium, or hard range. Remember, though, the harder opponents give you the greatest experience reward

school

Finch's Deck: See Page 91
Laura's Deck: See Page 18
Raquel's Deck: See Page 18

card shop

Hooper's Deck: Page 81
Craig's Deck: See Page 19
Sean's Deck: See Page 19

park

Timmy's Deck: See Page 20
Jennifer's Deck: See Page 20
Skylar's Deck: See Page 20

restaurant

Lucy's Deck: See Page 40
Quinn's Deck: See Page 21
Mandy's Deck: See Page 21

mall

Ernie's Deck: See Page 54
Patrick's Deck: See Page 22
Bruce's Deck: See Page 22
Anissa's Deck: See Page 23

Tournament Hall

Sally's Deck: See Page 23
Cedric's Deck: See Page 24
Keri's Deck: See Page 24
Chris' Deck: See Page 24



When you need experience and cards, the Park is a good place to test your battle skills.

Junkyard

Lynne's Deck: See Page 69
Ice Cream's Deck: See Page 37
Simon's Deck: See Page 49
Sherisa's Deck: See Page 25

power plant

Robin's Deck: See Page 51
Karl's Deck: See Page 53
Mikey's Deck: See Page 53
Jodi's Deck: See Page 52

Museum

Geoff's Deck: See Page 49
Monika's Deck: See Page 25
Jamie's Deck: See Page 26

Library

Downey's Deck: See Page 41
Evan's Deck: See Page 65
Duncan's Deck: See Page 83

Forest preserve

Abigail's Deck: See Page 55
Nathan's Deck: See Page 26
Adam's Deck: See Page 27
Angela's Deck: See Page 27

The World of Duel Masters

DUELIST	DIFFICULTY LEVEL
Abagail	Medium
Adam	Medium
Anastasia	Medium
Angela	Medium
Anissa	Hard
Bad-Axe Norsykler	Medium
Bruce	Medium
Caitlan	Medium
Cedric	Hard
Chris	Hard
Chuck	Medium
Cindy	Medium
Colin	Medium
Corona	Medium
Craig	Easy
Darkness Monk	Medium
David	Medium
Downey	Medium
Drew	Medium
Duncan	Medium
Dust	Easy
Earl	Medium
Erik	Medium
Ernie	Easy
Evan	Medium
Finch	Easy
Fire Monk	Medium
Flynn	Medium
Geoff	Medium
Gor, Primal Hunter	Medium

DUELIST	DIFFICULTY LEVEL
Greg	Medium
Gwinny	Medium
Hooper	Medium
Hot Rod	Medium
Ice Cream	Medium
Illium, Electric Guardian	Medium
Jalen	Medium
Jamie	Medium
Jennifer	Hard
Jodi	Medium
Johannes	Medium
Johnny	Hard
Karl	Medium
Keri	Hard
Kiki	Medium
King Ambergris	Medium
Knight	Medium
Kristen	Hard
Laura	Medium
Light Monk	Medium
Lippo	Medium
Lisa Marie	Medium
Luc	Medium
Lucy	Easy
Lynne	Easy
Mandy	Hard
Marcus	Medium
Mikey	Medium
Monika	Hard
Mr. Lynn	Medium

DUELIST	DIFFICULTY LEVEL
Ms. Loodle	Medium
Nathan	Medium
Nature Monk	Medium
Noel	Hard
Oliver	Medium
Ook	Hard
Patrick	Hard
Pete	Medium
Phlael, Shadow Of Betrayal	Medium
Quinn	Medium
Raquel	Medium
Rebecca	Medium
Robin	Medium
Rusty	Medium
Sally	Hard
Savy	Medium
Sean	Hard
Semmy	Hard
Sera	Medium
Sherisa	Medium
Simon	Hard
Skylar	Medium
Slam	Medium
Source	Medium
Suzanne	Medium
Timmy	Easy
Trey	Medium
Tuba	Medium
Water Monk	Medium
Widow	Medium



PRIMA OFFICIAL GAME GUIDE

widow's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Darkness Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deathliger, Lion of Chaos	Darkness	Demon Command	SR	7	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Giriel, Warrior of Darkness	Darkness	Demon Command	SR	8	11000	—	—	—	—	x	—	—	—	—	—	—	—	1
Zagaan, Knight of Darkness	Darkness	Demon Command	SR	6	7000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	1
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sneak Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Phlael, Shadow of Betrayal	Darkness	Ghost	SR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Wailing Shadow Belbethphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
High Voltage Monstrosity	Darkness	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Scratchclaw	Darkness	Hedrian	UC	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2

laura's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	4
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Barkwhip, the Smasher	Nature	Beast Folk	R	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	4

The World of Duel Masters

raquel's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	4
Rothus the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	4
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	4
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	4
Raza Vega, Guardian of Thunderclouds	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Apostle of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4

craig's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	4
Alcededias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	4
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	4
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Raza Vega, Guardian of Thunderclouds	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Guardian of the Thunder	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Apostle of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aless the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1

sean's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Alcededias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	2
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Beast	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	3
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

timmy's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	4
Death Smoke	Darkness	—	C	4	-	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	-	—	—	x	—	—	—	—	—	—	—	—	—	4
Lost Soul	Darkness	—	UC	7	-	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	-	—	—	x	—	—	—	—	—	—	—	—	—	2
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

jennifer's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	4
Raza Vega, Guardian of Thunderclouds	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Apostle of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

skylar's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Rothus the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	2
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	1
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	2
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1

The World of Duel Masters

quinn's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Beast	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	3
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4

mandy's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Guardian of Thunderclouds	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Guardian of the Thunder	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Apostle of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	1
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2



PRIMA OFFICIAL GAME GUIDE

patrick's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Marrow Doze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	4
Raza Vega, Guardian of Thunderclouds	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Apostle of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4

bruce's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	1
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2

The World of Duel Masters

anissa's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	4
Darkness Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	4
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	3
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	1
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Dark Reversal	Darkness	—	UC	2	-	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	-	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	-	—	—	x	—	—	—	—	—	—	—	—	—	2

sally's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	-	—	—	—	—	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	-	—	—	x	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	1
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	-	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	-	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	-	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	-	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	-	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	-	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

cedric's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	2
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	4
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Locomotive	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	2
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	4
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	4
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	4

keri's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Rothus the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	1
Explosive Fighter Ucarin	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	1
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2

chris' deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	4
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	4
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	4
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4

The World of Duel Masters

sherisa's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1

monika's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Darkness Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	1
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	1
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	2
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Wailing Shadow Belbetphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Beast	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

jamie's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	1
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Darkness Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	3
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	3
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	4
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

nathan's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	4
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	4
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	4
Wailing Shadow Belbethphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	x	—	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

The World of Duel Masters

adam's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	3
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1

angela's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dawn Giant	Nature	Giant Beast	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2



PS2 STRATEGY: FIRE

自然水火光闇

The Fire Civilization is represented by red-headed Rusty, which is appropriate since he's the kid with the most fire—the most enthusiasm and spirit—in the game. When you want to play with fiery destruction spells, fast creatures, or giant dragons, choose Rusty and his Fire Civilization.



Rusty won't go down without a fight.

Your First Fire Deck

The good news: Rusty's starting Fire deck is about as good as it gets for a starting mix of cards. The bad news: You only have 15 of the 40 cards that you need for your tournament deck.

The Fire/Water combination works, so you can stay with Rusty's color scheme. While Fire does not own any



Though the youngest of Knight's duelists, Rusty has more battle experience than most kids.

blockers to help you with defense, Water does. You can use Fire's offensive creatures and spells to attack your opponent's shields, while Water holds the fort with defensive-minded cards like Phantom Fish, Revolver Fish, and Seamine.

With the starter version of Rusty's deck, you can get off to a fast start with cards like Deadly Fighter Braid Claw and Cavalry General Curatops. As you'll see with the advanced version of Rusty's deck, we'll increase the odds of you getting off to a great start by adding more of these cards.



During a duel, Rusty plays his strongest creature—the Garkago Dragon.

The deck lacks destructive power for a Fire deck. You start with just four destruction spells—two Crimson Hammers, one Burning Power, and one Burst Shot—which won't get you far against a serious tournament deck. You have a ton of creatures in this first version, so you won't come up short; however, you can't really deal with your opponent's threats as it stands. It's a weakness we'll address in the second incarnation.



Put an expensive card like Super Explosive Volcanodon in your mana zone early.

Though Rusty's early deck has the potential to dominate with game-winning cards like the Garkago Dragon and Burst Shot, it has too many expensive cards, making its mana curve high. With a high mana curve, you get a slow deck, which does not play into Fire's strength as the fastest civilization of the five.

The Water portion of the deck helps on defense but doesn't complement the Fire cards as much as it should. The advanced version will transform the base idea into a fine-tuned machine that will rip through opponents.



Advanced Fire Deck

How do you convert Rusty's first batch of cards to a better deck? You start with your initial framework, so that you can take advantage of what you already own. Since you win just three cards each duel, and you hardly ever see a rare card in your winnings—let alone a very rare or super rare—it will be a slow process to convert. Card by card, improvement by improvement, you will slowly increase your deck's speed and give it some destructive firepower to compete with any deck.

Besides playing duels for experience and reputation points, you want those extra cards that come from a victory. Head to the Card Shop to buy card packs; otherwise, you only gain cards with duel victories.

Look for cheap Fire creatures from your duel wins. To harness the power of speedy creatures, you want four copies of the following: Deadly Fighter Braid Claw; Brawler Zylar; Immortal Baron, Vorg; Explosive Dude Joe. These go with your single copy of Explosive Fighter Ucan (which you gain from defeating Marcus in the very first quest). That's your main creature base, and if you play them fast enough, you can win a good many games just with their legs.



Rusty pleads with Knight to let him skip practice.

Next, look to beef up your destructive capabilities. Increase your Crimson Hammer collection from two copies to four, and add four copies of Volcanic Arrows as soon as you can dig them up. The Crimson Hammer will take care of weaker creatures, while the Volcanic Arrows can destroy any creature of 6000 power or less. We've also added a copy of Rothus, the Traveler, who forces both players to destroy a creature when it comes into the battle zone. It's just another card to control the battle zone through fireworks.



Immortal Baron, Vorg, will frequently be your first creature summoned.

Build up your Water component by searching for blockers (the 5000-power Revolver Fish) to stop those big enemy attacks and for removal spells like Spiral Gate and Teleportation that slow down your opponent (plus control the battle zone by temporarily returning the creatures to your opponent's hand). Keep the Brain Serums to draw extra cards, but in our new version you only have room for two copies instead of three.





PRIMA OFFICIAL GAME GUIDE



When your opponent summons creatures to the battle zone, rely on your control spells to turn the tide.

The deck usually storms out of the gate and attacks a few of your opponent's shields. Depending on your opponent's deck, it will usually get one or two big creatures out to destroy your fast, but smaller, creatures.

Break out your destruction spells, particularly Volcanic Arrows, to destroy any big roadblocks, then continue to attack. You can throw in a Water spell now and again to remove a creature that your Fire spells can't handle (or maybe you don't have a Fire spell handy).

With the continuous pressure of your one- and two-mana creatures attacking, you should win in short order. Even in a long game, you have enough weapons to wipe out whatever your opponent throws at you.



Rusty's Adventure



Rusty dreams of winning the big tournament, and it will become a reality if you help him practice.

Your story begins with Rusty squaring off against a Darkness opponent in a big tournament. Rusty breaks out a power card and wins the match. Everyone cheers. His mom in the stands jumps up and starts chanting his name.



When Rusty awakens from his daydream, he's actually taking out the garbage for his mom.

But it's all a dream. His mom's voice is actually calling him out of his daydream to finish taking out the garbage. He's not a winner yet. She does tell him one bit of good news: Knight has entered him into a real tournament. Now all he has to do is practice dueling to fine-tune his deck.



Knight befriends Rusty in the park and gives him his first quest on the way to becoming a Kaijudo Master.

When you next speak with Knight in the park, he tells you to seek out better competition to test out your skills. You aren't ready for the prime time yet, but it's only a matter of time.



Quest 1: Marcus in the Restaurant



Marcus stands tough in front of his friends.

You can duel anyone in any of the beginning areas to gain experience. Marcus, however, is your first true quest and will continue the storyline. Select the Restaurant and greet Marcus in front of his pack of friends. He offers you a special card, but only if you beat him in a duel.

Marcus is a medium-difficulty opponent who packs an all-Darkness deck. He won't summon creatures quickly, but he has some weapons to watch out for. He can cast two of the best spells in the game—Death Smoke and Terror Pit—both of which can destroy any creature. He has six slayers—if you attack or block a slayer, your creature is destroyed no matter what—that can whittle away your best creatures. His biggest threat, however, is the Vampire Silphy. Should he reach the eight-mana mark, this 4000-power creature wipes most of the battle zone clean by destroying all creatures of 3000 power or less. You need to stop Marcus before he can summon Vampire Silphy.



You can add the powerful Explosive Fighter Ucan card to your deck after defeating Marcus.

You have faster creatures than Marcus. Attack early and often. If he summons a Bloody Squito for defense, don't waste a destruction spell on it. Attack and let him block. The Squito automatically is destroyed after it wins a battle, so you lose a creature but it's out of the way. Use your Crimson Hammer to destroy weaker cards (especially the Wailing Shadow Belbetphlo). If he does manage to get a bigger creature out against you, summon as many creatures as you can and try to outrace him—that is, destroy his shields in a turn or two, before Marcus can overwhelm you with superior powerhouses.

At the end of the battle, if you're the victor, Marcus gives you an Explosive Fighter Ucan card. Add this to your deck instantly. It's a big creature that can be used by the fifth turn. Ucan has a big drawback—you lose two mana cards—but the 9000-power attacker is worth it against almost any opponent, except maybe a Water opponent who can return it to your hand.

Quest 2: Duel Ice Cream in Mall

Travel over to the Mall and challenge Ice Cream next. He wants to see which of the two of you has the better Fire deck. He has more destructive power than you—four copies of



Ice Cream challenges you to prove your Fire deck.

Crimson Hammer, Volcanic Arrows, Burst Shot, and Rumble Gate—but his creature selection isn't as strong as yours. You have to weather the storm, as he will blow up several of your creatures early in the game.

Don't let him climb up to six or seven mana or it could be trouble. The six-mana Burst Shot may destroy most of the creatures you cast into the battle zone, and the six-mana Crystal Lancer and seven-mana King Ripped-Hide will probably win the day for Ice Cream if you allow them to see play. Instead, make sure you have all your cheap, fast creatures in your deck and charge at his shields from the start. He may destroy a few; that just means you have to summon more to attack. He has very few blockers to slow you down. Take advantage of that weakness.

Quest 3: Meet the Fire Monk in the Junkyard



Test your skills against the Fire Monk and his all-Fire deck.



PRIMA OFFICIAL GAME GUIDE

In the Junkyard (which Quest 2 recently unlocked for you), you meet up with the Fire Monk. He tells you how five powerful creatures have been released on the world—one from each of the five civilizations—and that it's your job to return the Fire creature to its rightful place. How do you do that? Assemble nine missing creature card pieces, which turns out to be your main quest for Rusty.

The Fire Monk can prove formidable, so don't get too down if you fail to win on the first try. He has access to several powerful creatures like Muramasa, Duke of Blades, and three different dragons. The more mana he has, the more dangerous the Fire Monk can be.

Lucky for you, the Fire Monk doesn't have many destructive spells at all. You must match creatures with him, and if you get a good card draw at the start of the game, your destruction spells might give you the edge. He might keep up with you in the creature race—until you pull out a Fire spell that destroys one of his key creatures. Once you beat the Fire Monk, he gives you the first creature card piece and sets you on the path to the other eight.

Quest 4: Gatling Skyterror Card



Tuba offers you a Gatling Skyterror if you can find a Xeno Mantis card for him.

Go over to the Mall. Tuba offers you a Gatling Skyterror for your deck, which would be a great addition, except he wants a Xeno Mantis card in return. You don't have one of those, so he suggests visiting David in the Card Shop.

David has a Xeno Mantis, but he wants only a King Ripped-Hide to make the trade. Of course, you don't have that card either, so it's off to the Park to talk to Kiki, who has the Water card you need.



Find David in the Card Shop and ask him about a trade.

Kiki won't give you the King Ripped-Hide free of charge, but she will duel you for it. Defeat her Water/Darkness deck, and she will cough up the King Ripped-Hide card. Now you have to reverse directions and talk to everyone again.



Kiki has the King Ripped-Hide card you're looking for.

David in the Card Shop trades you the Xeno Mantis for the King Ripped-Hide. Back in the Mall again, Tuba jokes with you a bit about not trading, but eventually trades you the Gatling Skyterror for the Xeno Mantis. Add the Gatling Skyterror to

your deck right away. You want its big body in your lineup to help out your little guys.



You finally make the trade for the Gatling Skyterror.

Quest 5: Second Creature Card Piece



Duel Greg for your second creature card piece.

To obtain the second creature card piece, meet up with Greg in the Restaurant. He wants to earn a higher rank by beating you, and he's willing to wager his creature card piece that he can beat you.

You shouldn't have much of a problem against Greg's deck. With each duel won, your deck is getting stronger, and Greg's deck is scattered all about. He only has two cards—Dawn Giant and Bronze-Arm Tribe—that have more than a single copy in his deck. It won't battle reliably, so unless Greg gets lucky and draws one of his powerful creatures early, you should steamroll him for the second creature card piece.

PS2 Strategy: Fire

Quest 6: Third Creature Card Piece



One of the twins, Sera, holds your next creature card piece.

Back at the Mall again, you run into the twins, Sera and Jalen. Sera has the third creature card piece, but she doesn't think you deserve it. Marcus steps in and says he wants you to have it, so Sera duels you for it.

Sera will play defense first. Her all-Light deck can drop some tough blockers (Emerald Grass, Dia Nork) and has a steady stream of good attackers (Iere, Frei, Lah, and more). The most dangerous part of her deck, though, is the three copies of Holy Awe. This powerful spell taps all your creatures, and it's a shield trigger, so it could happen during an attack on your turn, leaving you vulnerable to a counterattack.

Save any Volcanic Arrows you might have at this point for Sera's big blockers. Try to get to her early, so if a Holy Awe does go off, you won't immediately lose on the counterattack. If she sits around long enough and doesn't draw a Holy Awe, you can cast your new weapon, the mighty Gatling Skyterror, to seize control and win that third creature card piece.

Quest 7: Marcus' Group



Marcus tries to rope you into a bad decision.

At School, Marcus tells you he's your friend. You're not too sure about that, but when he explains that he wants you to hold the creature card pieces because you're all on the same team, it sounds reasonable enough. For fun, he asks you to duel him.

Quest 8: Fourth Creature Card Piece



Lucy is your next opponent.

You battle Lucy next for the fourth creature card piece. Visit her at the Restaurant and tackle her Fire/Darkness deck. Unlike previous Fire decks you've faced, Lucy's army has 12 blockers in it, so she can last a while. Her strategy is to defend with the blockers and build mana to summon one of her eight dragons.

Be patient with Lucy. Other than her dragons and many blockers, your creatures can beat out the others on a one-on-one basis. If something comes out that's too hard to handle, nail it with a Volcanic Arrows. When Lucy's last shield falls, she happily hands over the fourth creature card piece.



Trey warns you about Marcus.

Meanwhile, you find Trey in the Park. He warns you that Marcus can't be trusted, and that you should watch closely because he's bound to be up to no good. You think Trey is just jealous and walk off mad.

Quest 9: Your Signature Creature



Knight duels you for a signature creature.

Return to the Junkyard and speak with Knight. Based on your rapid growth, he thinks it's time you thought about a signature creature, a super-powerful creature that you can't get through normal card packs or booster cards.



PRIMA OFFICIAL GAME GUIDE

You gain the card after you beat Knight, but you can only duel him if you're Advanced level or higher. If you're not, duel other kids in the Junkyard area until you rack up 9350 experience points.

As you might expect, Knight's Light/Fire deck can cause problems if you haven't advanced your starter deck too far. Attack early with your cheap creatures. Save your destruction spells for blockers or troublesome creatures. If you don't have enough destruction, trade your creatures for his. In other words, if he attacks with the 3000-power Raza Vega, eliminate it the following turn by attacking it with your 3000-power Explosive Dude Joe. You should be able to keep more creatures in the battle zone than Knight with this strategy.



Choose from three different cards for your signature creature.

Knight rewards your victory with one of the following signature creatures: Astrocomet Dragon, Gatling Skyterror, or Bolshack Dragon. The Astrocomet Dragon is probably the weakest of the three, so pass on that one. You could double up on another Gatling Skyterror or choose the Bolshack Dragon for variety and a giant finisher.



Earl wants a piece of you too.

After Knight, Earl shows up and wants to battle someone in the Junkyard. You volunteer and teach his Nature/Light deck a trick or two about destruction. If you see he has Barkwhip, the Smasher in his hand, use your Crimson Hammer or Volcanic Arrows spells to destroy any Beast Folk in play. You don't want that Evolution Creature entering in the battle zone or you could be in trouble.

Quest 10: Fifth Creature Card Piece



Downey fights with an extra shield.

ou arrive in the Park and meet Downey. She tells you that Caitlan asked her for the fifth creature card piece, but she wants to give it to you—if you beat her in a special duel. Her rules are that you must give her a sixth shield in the clash.

The sixth shield won't be a factor if you can break through Downey's defense. She has a classic Light/Water blocker deck that seeks to stop your attackers with big blockers, return your creatures back to your hand with Water spells, and finally attack with creatures like Frei, Vizier of Air and Ethel, Star Sea Elemental.

Don't worry about her attacks on your shields. They will just serve to give you more cards; her deck can't outrun yours in a normal game. Concentrate your firepower on any standing blockers and press the attack. Your goal is to destroy all six shields before she casts two blockers to the battle zone.

Quest 11: The Enemy Revealed



Marcus asks you for all your creature card pieces.

Marcus asks you to meet at the Card Shop. He wants your five creature pieces, so his friends can assemble the creature. You refuse, stating that you won't give up the quest that was appointed to you by the Fire Monk. Marcus calls off your "friendship" and declares himself an enemy the next time you meet.



Trey cheers you up with a short duel

Later, you meet Trey in the Mall. Your big brother congratulates you on making the right decision and standing up to Marcus. You battle Trey just for fun.

Quest 12: Final Creature Card Pieces

Another Fire duelist, Caitlan, has the other half of the creature card pieces. You schedule a showdown with her in the Restaurant. The best two out of

PS2 Strategy: Fire

three duels wins all the creature card pieces. You can't afford to lose this duel.



Defeat Caitlan for the last four creature card pieces.

Most likely your deck will be more tuned than Caitlan's at this point. You will summon many similar creatures, except you can draw upon the extra removal cards from Water to give you an edge over Caitlan. Try to get out more creatures early, and then summon a Revolver Fish to pause her attacks. If she can't remove that blocker, you will outrun her. Even if you lose a duel, you have a second chance, as it's a two-out-of-three tournament.



You assemble the creature card pieces at last.

Quest 13: Bad-Axe Norsykler

In the Junkyard, the Fire Monk must test you one last time before you go up against the Fire creature. You must achieve Master level (25,000 experience points) to challenge the Fire Monk. Duel the others in the area if you still need the experience. Apply the same principles from your earlier



The Fire Monk tests you one last time.

battle with the Fire Monk and you should succeed in one or two tries.

The Fire Monk assembles the creature card pieces, which summons you to the realm with Bad-Axe Norsykler, the escaped Fire creature. He threatens you, but it doesn't scare you. As with everyone else, you challenge him to a duel to see who truly is best.



You face off against the Bad-Axe Norsykler in the final challenge.



Don't let Bad-Axe Norsykler get off to a quick start.

You square off against a deck similar to your own. You will have the edge, if you play smart, because you have defense in your deck with blocks and Water spells (in addition to Fire's destruction spells). You will probably trade shields with Bad-Axe, and it will come down to the wire, but in that crucial last turn, summon a Revolver Fish

to stop his game-winning attack or cast Spiral Gate on his best creature to set him back a turn. That's all you need to win before Bad-Axe does.

Quest 14: The Tournament Hall



Knight discusses the big tournament with you.

After you defeat Bad-Axe Norsykler, meet Knight at the Tournament Hall. You won't fight there yet, but Knight will prepare you for the final battle. You unlock Caitlan (so you can use her in Arcade Mode), and Knight urges you to practice until your deck is perfection.

After you have beaten all five civilization adventures, you will rendezvous back at the Tournament Hall with Rusty and his friends for one final, epic battle. The tournament marathon will pit everyone in the game against each other to see which duelists are the best Fire, Darkness, Light, Water, and Nature players. See if you can guide Rusty to the top when the time comes.



A new Kaijudo Master, Rusty is ready for anything.



PRIMA OFFICIAL GAME GUIDE

rusty's 1 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	3
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	2
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

rusty's 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bolshack Dragon	Fire	Armored Dragon	SR	6	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gatling Skyterror	Fire	Armored Wyvern	SR	7	7000	—	—	—	—	x	—	—	—	—	x	—	—	1
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	4
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	4
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2

PS2 Strategy: Fire

marcus' deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	3
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	1
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1

ice cream's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SUICIDE	SELF-DESTRUCT	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	4
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

fire monk's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	3
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	3
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	2
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	4
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Brawler Zylor	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2

kiki's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Wailing Shadow Belbethphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	1
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2

PS2 Strategy: Fire

greg's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	1
Explosive Fighter Ucam	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	1
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

sera's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

lucy's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Wailing Shadow Belbetphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	4
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	4
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	4
Explosive Fighter Ucarin	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2

knight's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1

earl's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

downey's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4

trey's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3



PRIMA OFFICIAL GAME GUIDE

caitlin's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	1
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	1
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	3
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1

bad-axe's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bolshack Dragon	Fire	Armored Dragon	SR	6	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	3
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	3
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	2
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	4
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2

PS2 STRATEGY: LIGHT

自然水火光闇

Light never shrinks from dark times, and large-framed Luc upholds the mantle of a Light champion well. Armed with initiates and fancy spells, Light shines brighter than the other civilizations in defense and tapping tricks. As young Luc learns the ropes of his civilization, you will come to appreciate the side of angels.



Luc has self-confidence and the deck skills to prove it.

Your First Light Deck

Luc's initial mix of cards balances Light and Darkness, but it doesn't necessarily take each civilization's strengths into account. With the starting cards, you can summon a lot of fine creatures and even bail yourself out of a hole or two with timely spells like the lone Death Smoke and Solar Ray. It could be much better, though.

On the Light side, you can play defense with blockers like Dia Nork, Moonlight Guardian and Emerald Grass. As you set up a fortress, build



Luc squares off against Lok in a Light duel.



Summon forth an Emerald Grass blocker when you need sudden defense.



Your one Death Smoke helps out Luc's early deck tremendously.

up mana until you cast Ethel, Star Sea Elemental, and attack with a 5500-power creature that can't be blocked.

The Darkness side provides some middle relief with a blocker like Gray Balloon, Shadow of Greed and Bone Assassin, the Ripper. All this plays into the defensive strategy, though your big Light creatures will have to break through; there's not much in Luc's Darkness reserves to control the game.

Combined, Darkness and Light aid each other well. Luc's starting deck can hold its own for quite a while in the early quests. You'll have to remove some cards to set up your advanced strategy, but those difficult choices have to be made if you want to streamline and improve on the base model.

Advanced Light Deck

Our advanced strategy funnels around Sieg Balicula, the Intense, an initiate evolution. Sieg gives all your

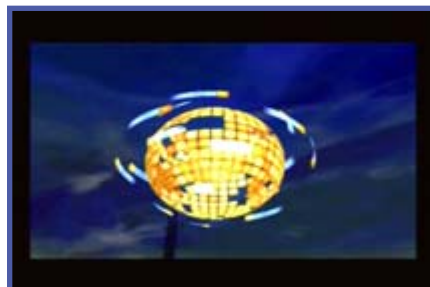
other Light creatures the blocker trait. For the bargain price of three mana, you gain a 5000-power creature and instant defense if you need it.

With Sieg in mind, we brought the initiate total up to 12 creatures. You always want a target for Sieg when you're ready for him, and the initiates are some of your better cost-effective attackers. Frei, Vizier of Air doesn't tap to attack, so it's difficult to destroy and can attack and block once Sieg's in play. Magris, Vizier of Magnetism draws another card when it enters the battle zone. All your initiates contribute in one way or another.



Sieg Balicula enters the arena.

Your more expensive creatures become your finishers. As in the early deck, Lah, Purification Enforcer and Ethel, Star Sea Elemental, arrive later but can destroy most creatures in the game. Your signature creature, Urth, Purifying Elemental, is a grown-up version of Frei and is almost unstoppable with Sieg in play.



Lah revs up for some combat action.

Your ultimate weapon is Holy Awe. Collect as many copies of it as you can; strive for the four-card maximum. The



PRIMA OFFICIAL GAME GUIDE

more you have in your deck, the better the deck will be. When your opponent triggers one of these, it taps all his creatures and leaves him completely exposed to an all-out counterattack.



An opponent's Holy Awe taps all your creatures, saving him for another turn.

The Darkness side was stripped down to bare essentials. Gone are the Darkness creatures, which left more room for your Light creatures. Darkness provides six destruction spells (four Death Smokes and two Terror Pits) and four Dark Reversals (which pull back one of your creatures in the graveyard). The Dark Reversal should be your first choice for mana if you need it, since it's the least powerful of your Darkness spells.



Luc gets framed for cheating and is eliminated from the tournament.

Luc's Adventure

As our story begins, Luc is in the middle of a tournament. He's one move away from beating Sera when suddenly a judge shows up and disqualifies him for an illegal deck list.



Luc suspects Sera of masterminding the setup.

While the judge is searching Luc's deck, Luc notices that Sera is smirking. He immediately suspects that she's the one behind the whole affair. After all, he was about to beat her in the tournament, and everyone knows she hates to lose.



Luc leaves in disgrace.

The judge declares the match a forfeit. Luc knows nothing about the mistake and tries to plead his case. A rule is a rule, though, and he's given the boot.

Quest 1: School Tournament

You join up with your friends after the disappointment at the tournament, and they figure out a plan to get you back into the



Luc and his friends devise a plan for getting Luc back into the tournament.

competition. Your rating may have been set back to zero for "cheating," but you vow to win enough duels to climb back up to the top before the tournament starts again. Your friends scout out tournaments for you to join so you can duel constantly.



Mr. Lynn allows Luc into the School tournament.

You head to the School for the first big tournament. After checking your deck, Mr. Lynn lets you enter the tournament and pairs you up with Geoff. You have to win three straight matches to finish on top.

You can handle Geoff's deck, but watch out for Photocide, Lord of the Wastes. The 9000-power creature can't attack normally, but it can attack untapped Light creatures, which means it will devour your whole side. If this creature shows up, you have a choice: attack all out to win quickly or cast a Death Smoke to destroy it.

The matchup against Simon will be a struggle. Simon's Fire component has enough destruction to keep your initiates from rolling, and even enough to destroy your Sieg outright if he draws a Volcanic Arrows. His Light component isn't as tough as yours, but you may see similar creatures out there. Photocide might come in

PS2 Strategy: Light

handy in this match. If you get your copy out, you can destroy his side.

Caitlan will challenge you with a lot of quick creatures and some quality spells. The duel won't be as tough as the ones against Geoff and Simon, simply because she doesn't have the immediate antidote to your deck.

When you finish off Caitlan, you get a rare card of your choice: Lah, Purification Enforcer; Dia Nork, Moonlight Guardian; or Aeris, Elemental of Flight. Choose either Dia Nork for an extra blocker or Lah for an extra attacker.

Quest 2: Earning More Experience

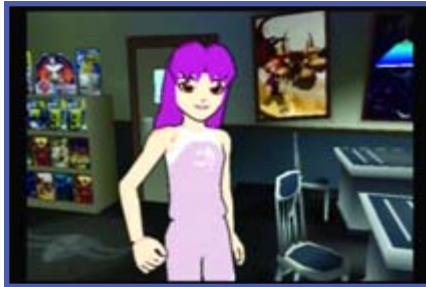


Hot Rod doesn't believe you cheated and would like to duel for fun.

Travel over to the Restaurant and talk to Hot Rod. He thinks the whole cheating thing is a lie and to cheer you up he offers a friendly duel. Since you need experience, take him up on the offer.

Hot Rod relies on his Nature creatures to generate mana to cast his bigger creatures. Your blockers won't hold those big Fire creatures back, so attack with whatever you have at the time. You can't afford a long game this time.

Stop in at the Mall next and speak with Rebecca. She tells you that by battling higher-ranked opponents, you can earn experience faster. She also steers you toward the Card Shop to pick up a duel against Robin.



Duel Robin in the Card Shop.

Robin's waiting for you with her all-Light deck. If you've had a chance to collect some of your advanced card pieces, like Sieg Balicula or Holy Awe, you have the advantage. You should know your deck well by this point, so her deck won't throw any surprises at you.



Suzanne duels you for the right to enter the Power Plant.

Suzanne's deck also holds a Photocide, so watch out for that Light-destroyer. Her other Darkness creatures aren't too impressive, but she's loaded on the Light side with creatures that will compete directly with yours. If you can't take the early shield lead, see if you can get into a stalemate and put Ethel, Star Sea Elemental to full use.

After you beat Suzanne, you can enter the Power Plant. Until, that is, Sera spots you and kicks you out again.

Quest 3: Knight Duels

Knight waits for you at School. He battles you to test out your new deck and to see how far you've advanced. You must be a Duelist (5000 experience) to continue.



Knight checks on your progress at School, but it's not about your study habits.

This will be a good test to see where your deck is. If you have a difficult time, earn more cards and fix your deck closer to the advanced model. If you cut through Knight easily, you're on the path toward the professional circuit.

Quest 4: Sponsorship

To gain acceptance in the Sera-led Light Clan, you must challenge her leadership. You need three sponsors to do so. Start with Jodi in the Card Shop. Defeat her Light/Nature deck and you have one vote in your pocket.



Jodi apologizes for sending you to the Power Plant while Sera was there.



Mikey sponsors you if you beat him in a duel.



PRIMA OFFICIAL GAME GUIDE

In the Restaurant, Mikey actually has a deck, relying on three different civilizations—Darkness, Fire, and Light. If it works, it can be impressive. More often than not, it doesn't have all the mana it needs to function and you can almost win by default.



Karl agrees to a duel to see if you have what it takes to lead the Light Clan.

Karl is your last supporter at the Mall. Beat his Light/Fire deck with your Sieg-inspired blockers and massive counterattack deck.

Quest 5: Sera Showdown

You show up at the Power Plant next, and Sera is all set to throw you out again. However, this time you have three sponsors and invoke the right to challenge her leadership in a duel. She has no choice but to accept.

Her Light deck has good defense; your developing deck has better defense. Shatter shields when you see the opportunity; otherwise, hang back and defend with Sieg's blocker



Sera can't believe someone would challenge her leadership.

power. Ethel or Lah can power through when you need the last couple of shields destroyed.



The Light Monk asks you to champion for him after you've gained Master level.

After Sera falls, the Light Monk confides in you. He would like you to fight the Light creature, but first you must reach Master level. It's time for some more dueling to accelerate up the experience point ladder.

Quest 6: Your Signature Creature

After a quick stop at the Card Shop, where Marcus refuses to duel with you—he doesn't want you to gain extra experience from a win—you should see Knight at the School. After you beat him, you are offered three Light creatures to choose your signature creature from: Urth, Purifying Elemental; Hanusa, Radiance Elemental; and Miar, Comet Elemental. Any of these could



Knight presents you with a signature creature after you defeat him at School.

work for your deck. Urth combos well with Sieg Balicula, so we'll go with the Purifying Elemental.

Quest 7: Master Level



A new tournament has been set up against the other four civilizations.

Return to the Power Plant and talk to Corona. He fills you in on a tournament that pits the Light leader, you, against the four other civilizations. Since you need experience, it's a great opportunity to boost your ratings.

In the Park, Ernie's Fire/Nature deck can come out strong and it might even chip away at a few of your shields, but it stops cold when your bigger creatures suddenly become blockers. Once you have a chance to build up some mana, your defenders will turn into attackers, with plenty left over to ensure that nothing Ernie throws at you gets through.

Over at the Card Shop, Geoff wants to face off against you again. Considering that you beat him with a scaled-down version of your current deck, it's not much of a chore.



Ernie is your first challenge in the new tournament.

PS2 Strategy: Light



The enthusiastic Abagail plays for the Nature Clan.

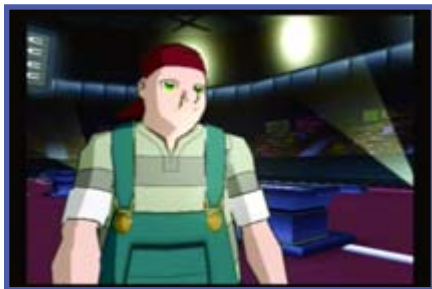
Back at the Mall, Abagail represents the Nature Clan in this special tournament. Abagail's Nature/Fire combination is very light on creatures and won't keep up with your barrage. Be careful she doesn't catch a few of your main cards with Volcanic Arrows. Other than that, you can cruise to victory.



Ms. Loodle is preoccupied before your duel.

At School, you find your Water opponent, Ms. Loodle. She has to take a potty break, except she doesn't have time before the duel so she has to hold it. Not to worry, though; your deck will make quick work of her Water/Fire deck and get her to the bathroom in time.

Your reward for winning the tournament is another choice card for your deck. You can pick from Lah, Purification Enforcer; Dia Nork, Moonlight Guardian; and Aeris,



Earl challenges you at the Tournament Hall.

Elemental of Flight. At this point, your deck is fairly close to final, so choose what you know will make the final cut.

Go over to the Tournament Hall and fight Earl for some extra experience. It's your last trip before you head back to the Light Monk, so make it count. His Nature/Light deck puts up a good fight, but not after you concentrate attacks with Ethel and Urth, creatures that are almost unstoppable in this deck.

Quest 8: Illium, Electric Guardian



Face off against the Light Monk one last time.

Return to the Power Plant and battle the Light Monk. If you don't have the hang of your deck by now, you might run into trouble with the Light Monk and his superior Light cards. Most likely, you will defeat him without much trouble, since your deck has come together nicely.



You speak with Illium in the Light realm.

The Light Monk sends you to the Light realm to challenge Illium. After a brief interruption by Sera and Widow, Illium accepts your challenge and you duel.

Illium's deck is similar in style to your deck; it just doesn't have as much defense. This gives you the edge early, so make it count by gaining the shield lead while you can. Illium might start to outgun you later with better creatures and that's when Ethel can step in and slip through the defenses to knock out those final shields for the victory.



In the end, you overpower Illium.

Quest 9: The Tournament Hall



Knight invites you to the Tournament Hall.

One last trip to the Tournament Hall finishes off Luc's adventure. Knight asks you to enter the big tournament, where you and your friends will battle Widow and her cronies. You gladly accept and promise to uphold the values of the Light civilization.



PRIMA OFFICIAL GAME GUIDE

Luc's 1 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1

Luc's 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Urth, Purifying Elemental	Light	Angel Command	SR	6	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	x	—	—	—	—	—	—	—	x	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	4
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	3

PS2 Strategy: Light

geoff's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	2
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Dark Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	2
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	2

simon's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	x	—	—	—	—	—	—	—	1
Explosive Fighter Ucam	Fire	Dragonoid	R	5	9000	—	—	—	—	—	—	—	—	—	—	x	—	3
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Brawler Zyler	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	2
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

caitlan's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	1
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	1
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	3
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Uearn	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1

hot rod's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	3
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Uearn	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

PS2 Strategy: Light

robin's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	3

suzanne's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Dark Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	2
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	4
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4



PRIMA OFFICIAL GAME GUIDE

knight's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1

jodi's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	4
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	4
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2

PS2 Strategy: Light

mikey's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	4
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2

karl's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	4
Brawler Zyler	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2



PRIMA OFFICIAL GAME GUIDE

sera's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1

ernie's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	2
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	3
Brawler Zyler	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Red-Eye Scorpion	Nature	Giant Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3

PS2 Strategy: Light

abigail's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	3
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1

ms. loodle's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	4
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	4
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	4
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	2
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

light monk's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	3
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	3
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	2

illum's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	3
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	3
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Urth, Purifying Elemental	Light	Angel Command	SR	6	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	2

PS2 STRATEGY: DARKNESS

自然水火光闇

Out of the Darkness comes a champion of gloomy demeanor, yet surprisingly enlightened dueling skills; 16-year-old Flynn stays secluded and prefers not to talk too much; when he duels, though, his actions speak for themselves. If you want pure destructive power and dark creatures, Flynn and his Darkness allies are the civilization you want to invest your time in.



Flynn sports his stuff at Tournament Hall.

Your First Darkness Deck

Flynn's starting deck has a lot of Nature cards mixed in with his Darkness strategy. On the plus side, you can draw a whole bunch of good creatures during your duels. On the downside, you can't count on consistency with so many different creatures.

You can use the deck a number of ways. You may want to sit back and adjust to your opponent's strategy while casting blockers like Gray Balloon, Shadow of Gloom and Bloody Squito. You can give it to your opponent with slayers like Gigagiele and Wailing Shadow Belbepthlo.

No matter how you choose to win, hold any Death Smoke card only for your opponent's top creatures. Unless you can win that turn, it's not worth spending Death Smoke on a smaller creature. Destroy any game-winner or strong defensive creature that could permanently shut down your attack.



Bloody Squito is usually the first blocker on the field.



Expect slow build-up with Darkness decks.

The green component adds more creatures, especially to fill in your midrange creatures with Nature Beast Folk like Golden Wing Striker and Silver Fist. You can add mana to your zone (Ultimate Force), destroy your opponent's mana (Mana Crisis), and pump up all your attackers (Aura Blast). Though it's nice to have all these options, our advanced Darkness deck will streamline into a couple of workable themes.

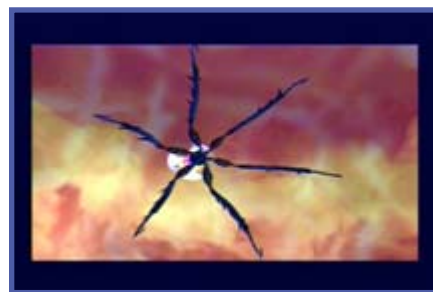


Death Smoke slays any untapped creature.

Advanced Darkness Deck

Our new deck revolves around one common creature: Shadow Moon, Cursed Shade. For only four mana, the 3000-power Shadow Moon gives all your other Darkness creatures +2000. Suddenly, a cheap 2000-power Writhing Bone Ghoul pumps up to a solid 4000 power. Summon your cheaper Darkness creatures and a Shadow Moon can make them all look like game-winners.

Death Smoke and Terror Pit can solve any enemy problem. As long as you catch an opponent's creature in the untapped state, Death Smoke destroys it, and Terror Pit doesn't care what state it's in—that creature is going bye-bye.



Bloody Squito defends your shields to the death.

Your Nature side gives you 12 creatures that help with your mana. Bronze-Arm Tribe adds one mana when it comes into play, Silver Axe generates an extra mana each attack and Mighty Shouter goes to the mana zone instead of the graveyard when it is destroyed. Together, they will accelerate your deck so you can cast the Shadow Moon earlier or cast Shadow Moon and another creature in the same turn.

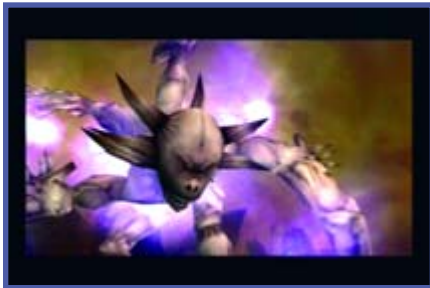


PRIMA OFFICIAL GAME GUIDE



A powerful Darkness creature can break a deadlock.

Once you get Shadow Moon, Cursed Shade into the arena, don't attack with it. You don't want it destroyed, since it single-handedly makes your squad more powerful than their face value. The added +2000 power bonus should lift your creatures' power high enough to vault over most blockers and through any counterattacks. If you can't break through, call on a finisher like Zagaan, Knight of Darkness to throttle your opponent with its hefty frame and double breaker capability.



Writhing Bone Ghoul grows to a big attacker through the aid of Shadow Moon, Cursed Shade.

Flynn's Adventure



A mysterious figure offers advice to Flynn in the store.

Even the great ones start from the bottom and work their way up. That's certainly the case with Flynn, who works as a store clerk stocking shelves at the start of our story. It's another boring day, when a mysterious figure named Source hints that Flynn and his friends could be in danger.



Flynn meets up with Source in the Mall and finds out Widow may put his friends in danger.

Before Flynn can find out why, his boss yells at him for "goofing off" and orders him back to work. Source asks Flynn to meet him at the Mall.

After work, Flynn heads to the Mall. Source explains that he works for Widow, who is up to no good, and Source wants no part of it. He aims to foil Widow's plans, but he needs Flynn's help. First stop: Interrupt Caitlan at the Tournament Hall so Source can switch some vital documents for forgeries.

Quest 1: Distract Caitlan

You meet up with Caitlan at the Tournament Hall and she wants nothing to do with you. Only by taunting her do you finally get her to agree to a duel.



You must distract Caitlan with a duel.

Watch out that you don't get burned by Caitlan's Fire deck. Fortunately, she only has a few spells that can toast your Shadow Moon, Cursed Shade. That's the key—get the Shadow Moon out before she can destroy some of your smaller creatures with a spell like Burst Shot. Once your creatures are beefy enough to resist her destruction, it's a straight-up creature battle and you should have the edge with Shadow Moon aiding everyone. With a victory, you succeed in distracting Caitlan and complete your first task.

Quest 2: Prove Your Worth

Travel to the Mall and speak with Savy. He believes he has a better Darkness deck than yours and wants to duel to prove it. You have nothing better to do, so why not?



Savy thinks his deck is better than yours.

Savy's Darkness/Fire deck looks to punish you with creature after creature. It doesn't carry the standard elimination spells you would think natural for the two destructive civilizations. Instead, Savy tries to summon a good creature to the battle zone with each turn.

He could outgun you with creatures, especially if your deck hasn't had a chance to acquire the extra Shadow Moon, Cursed Shade cards that you need. Tough it out against him and make any destruction spell that you cast really count. If you can destroy a key creature with a spell or destroy one of your creatures, you may gain the advantage you need to win the duel.

PS2 Strategy: Darkness

Quest 3: Darkness Monk

A new location, the Museum, opens up after you beat Savy. The Museum holds a few new duelists and the Darkness Monk. Knight happens to be there and has already told the Monk how much potential you have.

To test your strength, the Darkness Monk duels you. He has better cards than your starting mix. With four Terror Pits and four Death Smoke cards, he can destroy your strongest creature just about any time that he wants. His Scratchclaw can get dangerous, since each time he summons another Darkness creature, the Scratchclaw gets +1000 power stronger. Including Scratchclaw, the Darkness Monk has seven slayers, which will go after your best creatures once you summon them to the battle zone.



Your best chance at survival is to throw everything at the Monk. Don't play recklessly, but take every opportunity to destroy one of his shields, even if it means you lose one in return. You want to put yourself in position to win with a tricky maneuver, like casting double blockers to slow the Monk's attack or destroying one of his blockers with a Death Smoke.

While you've been battling the Darkness Monk, the Light players have issued a challenge to the Darkness players. Before you leave the Museum, speak with Dust and he offers you your first creature card piece if you can find and beat Sera. It's an offer you can't refuse.



Dust offers a creature card piece if you can beat Sera.

Quest 4: First Creature Card Piece

The snobby Sera waits for you at the school and calls you a "sacrificial lamb" when you arrive. The first creature card piece is already motivation; her insults just inspire you that much more.



Sera waits impatiently for you at the School.

Relying on her blockers, Sera will play heavy defense. Her all-Light deck defends with Emerald Grass, Dia Nork, and spells like Holy Awe that can tap all your creatures in one powerful blast.

Use any Death Smokes you might have at this point on Sera's big blockers. You need those out of the way if you ever hope to attack. The only other possibility is to cast midrange creature like the Gregorian Worm and pump it up with a Shadow Moon, Cursed Shade or two. With one really big creature, you can pound through her defenses for the win. Return to Dust and he gives you the first creature card piece.

Quest 5: The Spy



Source reveals Widow's spy to you.

Next up is the Park. Source hides out there and tells you about Widow's spy. The underground duelist plans to sneak into the Library and eavesdrop on Luc and Rebecca's conversation. Source asks you to distract the spy.



Prevent Colin from spying on Luc and Rebecca in the Library.

Head to the Library and talk to Colin. He's the spy and you can duel him to interrupt his attempt at overhearing your friends. Besides the pair of dragons, of which he carries three each, his odds are highest to summon Frei, Vizier of Air, or Miele, Vizier of Lightning. Combined with a large creature, Miele can tap down one of your creatures and leave him susceptible to attack from Miele's partner. Frei, on the other hand, doesn't tap to attack, so it's always safe from counterattack.

Give it some time and your deck should prevail. Colin's cards are spread out and unpredictable. If he gets out a big threat like a dragon, destroy it with Death Smoke or maybe one of your new Terror Pits.



PRIMA OFFICIAL GAME GUIDE



Pete will make you sign a petition that he's the best duelist in the world if you lose to him.

Quest 6: Second Creature Card Piece

At School, you meet up with Pete, who has a petition that he wants you to sign. You refuse after you find out that the petition says that Pete's the greatest duelist in the world. Show him that's not even close to the truth by dueling him into humility.

Unfortunately, Pete's Light-heavy deck is made to cause you difficulties. It's mostly blockers, so even if you remove one, others will follow to cause a deadlock. He has two copies of Aeris, Elemental of Flight, a 9000-power Angel Command card that only costs five mana. The downside is that it can only attack untapped Darkness creatures, which is the majority of your troops.

Strike at him early and keep up the pressure. You must hold a Death Smoke in reserve just in case Aeris shows up. If you don't, and Aeris is allowed to stick around for a few turns, it's game over for you. Unless you think you can win with a big offensive push and a timely Death Smoke, save it for the Darkness-slaying Aeris.

Quest 7: Third Creature Card Piece



Marcus has three creature card pieces but refuses to duel.

Down at the Card Shop, Tuba and Evan argue about the cards in their decks. Tuba doesn't think he can win because Evan owns all the expensive cards and therefore has a deck that is full of more rares. You step in and point out that it's really the skill of the player that dictates the match, not rare cards.



You borrow Tuba's deck to square off against Evan.

Neither agrees with you. To prove your point, you offer to play Tuba's deck against Evan's. Both decks tap into Nature for strong creatures, though Evan resorts to Water spells to zap creatures from the battle zone.

The key to winning this duel is to maximize your cards. When you pull a Natural Snare, make sure you use it on one of Evan's "unstoppable" creatures like the Dawn Giant. If you have the spare turn to cast Mana Crisis, destroy the mana that Evan has the least of, hopefully removing a civilization from his repertoire.

You can win with any number of creatures. Your best bet, however, lies on the shoulders of the human evolution, Armored Cannon Balbaro, since you have 10 human targets to transform into a powerful attacker. A victory earns you the third creature card piece.

Quest 8: Your Signature Creature



Speak with Knight once you've reached Advance level.

Duel up to at least 9,350 experience points and Advanced level. Seek out Knight and the Darkness Monk in the Museum. Knight will challenge you to see how far you've progressed.

Knight is also playing Aeris, Elemental of Flight. He only has one copy, but it's worth noting so that you don't forget about it entirely. Your Darkness/Nature creatures are slightly better than his mixture, especially if you get an early boost with one of your mana creatures.



Choose your Darkness signature creature.

PS2 Strategy: Darkness

When you beat Knight, he gives you a choice of three creatures for your Darkness signature creature: Zagaan, Knight of Darkness; Deathliger, Lion of Chaos; and Girel, Ghastly Warrior. They're all strong, but based on mana cost, Zagaan wins out. It costs six mana, as opposed to seven and eight mana, and still delivers a giant, double-breaker attack.

Quest 9: Defeat Earl's Groupies

It's back to School time. You find Source in the classroom and he asks you to track down Earl's five groupies and defeat them in duels. You, in turn, ask a favor of Source: You want him to get Marcus to battle you for the three creature card pieces he has in his possession.



Source gives you a new mission: Defeat Earl's five groupies.

Oliver, your first victim, hangs out in the Tournament Hall. His Nature/Light deck sticks primarily to creatures. He has only one removal spell (Natural Snare) and only a handful of other cards that can do tricks (such as Miele and his tapping power). Your Shadow Moon should rule this scene, since Oliver won't be able to get rid of it unless he's really, really lucky.

Over in the Park, Anastasia's Nature/Water deck must include everything she owns, since it's mostly single copies of everything. In fact, she doesn't have a single duplicate of a Water card. You only have to worry if she reaches seven mana and can cast powerhouse creatures like Xeno Mantis and King Ripped-Hide.

You can find the next groupie, Greg, at the Card Shop. His deck is similar to Anastasia's, except he carries Fire cards instead of Water. His four dragons will cause you grief if you let him reach seven mana, so strive to beat him before that mark.

Gwinny, the fourth groupie, stands around at the Mall. Her Nature/Light deck follows the general makeup of her friends' decks—spread out with only a single copy of most cards—so she won't reliably draw the weapons she needs. She has two copies of the 11,000-power Dawn Giant, which can single-handedly beat you, so save a Death Smoke or Terror Pit for that big boy.

Greg wants a rematch as the fifth groupie. Track him down at the school and repeat your performance from earlier. Success means you've completed Source's task and now you must hope that he completes yours.

Quest 10: Fourth Creature Card Piece



You wager all your creature card pieces for Savy's one piece.

Savy has found a creature card piece at the Museum, but he won't hand it over. He wants the glory for himself. You convince him that the best duelist should assemble the card pieces and challenge the creature. He agrees, so you put up your three card pieces and he puts up his one card piece, winner take all. Follow your earlier game plan to beat Savy the same way.

Quest 11: Fifth Creature Card Piece

You meet up with Lynne at School. She will give you the fifth creature card piece if you give up a very rare or super rare card from your collection. You agree, but only if she will duel you for a chance to get it back.

Darkness/Fire can be a devastating combination and Lynne's deck taps into what makes that combo powerful. She has a healthy number of destruction spells and follows up with finishing creatures like Explosive Fighter Ucan and Vampire Silphy.



Give Lynne a very rare or super rare for the next creature card piece.

You will have a battle on your hands. By this point, your deck should be close to finished or you may have difficulties. You must play your strategy to perfection: cast cheap creatures, get out Shadow Moon as quickly as possible, and use your destruction spells to pick off big enemy creatures. Fortunately, Lynne has no blockers, so it's a race to knock down the shields.

Quest 12: Sixth Creature Card Piece

Show up at the Card Shop next and greet Chuck. The store owner is a true businessman and offers to duel you for the creature card piece—if you pay him for each duel. Needless to say, you don't want to keep losing.



PRIMA OFFICIAL GAME GUIDE



Chuck holds the next creature card piece in his Card Shop.

Chuck plays an all-Water deck. It's very good, so prepare for a long battle. He has strong blockers like Phantom Fish and Revolver Fish and he can steal a game outright with power creatures like the six-mana Crystal Lancer evolution and the eight-mana King Nautilus.

Your goal is to win in record time. Your deck isn't speedy, but it's faster than Chuck's. If he gets out to a quick start, use your destruction spells to weed out his better creatures. Save at least one destruction spell to destroy a blocker if it gets in your way. The longer the game goes on, the worse your chances of winning. Punish his shields early and often.

Quest 13: Final Creature Card Pieces



Source hands over the final three creature card pieces.

At the Park, Source gives you the final three creature card pieces. He tricked Marcus by telling him that Widow needed the card pieces, then handed them over to you. All he asks for in return is that you beat Widow in the final tournament, which you were planning to do anyway.



Earl wants to show his groupies that your wins were a fluke.

Earl comes at you with a Nature/Light deck that hits with decent creatures and summons blockers (or creatures that can only attack other creatures) to absorb the return damage. Don't waste your destruction spells on the defensive creatures. Concentrate on his offensive creatures and try to out-race him. Once a Shadow Moon enters the battle zone, he has no direct way to destroy it. Your newly powered creatures should vault high enough to overcome any blockers he puts in your way.

Quest 14: Phlael, Shadow of Betrayal



The Darkness Monk congratulates you on a successful mission.

As you've known since the beginning, your final big battle comes against the Darkness creature, Phlael. Your deck should be in tiptop shape and ready to take on anything.

Bring all nine creature card pieces to the Darkness Monk in the Museum. Once assembled, it transports you to Phlael's realm, where you battle. Phlael's all-Darkness deck has all the necessary components to beat any deck. It runs



You enter Phlael's realm to battle it once and for all.

eight destruction spells, carries Shadow Moon like yourself, assaults you with slayers, and works up to cast powerful cards like Zagaan, Knight of Darkness, and Snake Attack, which suddenly gives all his creatures double breaker.



Use everything you've learned about your deck to prevail over Phlael.

In a mirror match like this, play cautiously and make every move count. Remember that a Shadow Moon, Cursed Shade, gives *each* Darkness creature +2000 power, which means it pumps up your opponent's creatures as well. Your strategy of beefing up small creatures won't work, unless you have the destruction spells to back it up. If you have to race against Phlael to score the most shields, go ahead—just make sure you have the firepower to finish the job.

Quest 15: The Tournament Hall

lynn's last task is to find Knight at the Tournament Hall. He informs you of the big tournament that night (after you beat the game with all five civilizations) and you unlock Marcus for Arcade Mode. Flynn now sits waiting for his friends to finish off their quests and join him for the ultimate battle.

flynn 1 deck

PS2 Strategy: Darkness

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	3
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	3
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Wailing Shadow Belbepthlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

flynn 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	4
Zagaan, Knight of Darkness	Darkness	Demon Command	SR	6	7000	—	—	—	—	x	—	—	—	—	—	—	—	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	4
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Phlael, Shadow of Betrayal	Darkness	Ghost	SR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	Nature	—	—	—	—	—	—	—	—	—	4
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

caitlin's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	1
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	1
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	3
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

savy's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Locomotive	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	2
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	2
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

sera's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Duks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1

PS2 Strategy: Darkness

pete's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	4
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	3
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	3
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	3
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3

tuba's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	4
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

evan's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	3
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4



PRIMA OFFICIAL GAME GUIDE

oliver's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	4
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

anastasia's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	2
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	1
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	1
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	UC	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	X	—	—	—	—	—	—	—	—	—	—	—	2

PS2 Strategy: Darkness

greg's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	1
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	1
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1

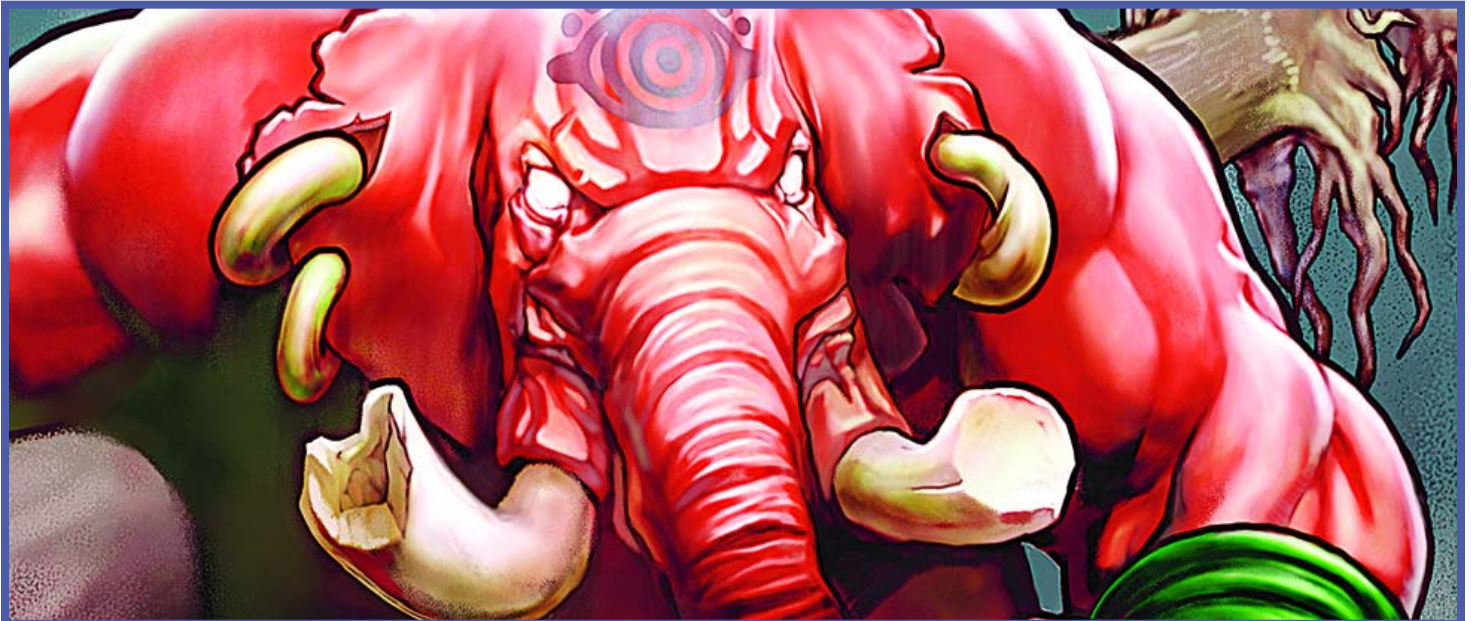




PRIMA OFFICIAL GAME GUIDE

gwinny's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	1
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Duks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	1
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Share	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1



PS2 Strategy: Darkness

lynne's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	2
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	2

chuck's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	3
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	3
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	3
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	2
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	3
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	2
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3



PRIMA OFFICIAL GAME GUIDE

earl's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Duks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

phlael's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	3
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Zagaan, Knight of Darkness	Darkness	Demon Command	SR	6	7000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	3
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	3
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	2
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3

PS2 STRATEGY: WATER

自然水火光闇

On a hot day, water seems like the most refreshing thing on the planet. You'll have that same feeling after each duel you win with Rebecca's Water deck. If you like undersea creatures, spells that return creatures back to your opponent's hand, or special attackers that slip through defenses unblocked, swim no farther than the Water Civilization.



Rebecca represents the Water Civilization for Knight.

Your First Water Deck

Rebecca plays a Water/Fire deck with a little bit of everything thrown in. Despite the fact that you have more Water cards, your Fire creatures are likely to enter the battle zone first. Try to maximize each turn with the highest-power creature that you can summon at that mana level or a creature whose special ability you need right away.

When you get in trouble, drop a blocker like the Revolver Fish. As long as it stays alive, this should slow or stop your opponent's assault. If he attacks and your Revolver Fish can block and destroy a creature, take the opportunity to reduce the enemy's numbers. Remember, your creatures can always counterattack a tapped creature and destroy it if your attacking creature's power is equal to or greater than that of the tapped creature.

You don't have many quality spells, so save them for the right time. Put Brain Serum into the mana zone immediately



Use Spiral Gate to remove your opponent's creature and keep your creatures safe.

to draw more cards, but hold Spiral Gate to return a key creature and cast Magma Gazer, giving one of your creatures a boost in power and double breaker, but only when no blockers are in sight and you know your creature can get through to your opponent's shields.



The combination of Fire creatures and Water spells can grind your opponents into pulp.

Rebecca's starting mix isn't the most powerful, but it has a steady supply of good creatures to choose from. Move toward her advanced build quickly to compete with stronger decks, but you can get by with a little skilled play.



Another enemy creature falls to your relentless attack.

Advanced Water Deck

For the advanced model, we strip out all the Fire creatures to give us more room on the Water side. Our theme is Liquid People and their super-powerful Evolution Creature, the Crystal Lancer. Play your Liquid People early and do whatever damage you can, then, when you hit the six-mana mark, convert one of them into a 8000-power, double-breaker evolution. The game won't last long if your Crystal Lancer lasts more than a turn.

Your Liquid People aren't sitting around doing nothing while you build up to Crystal Lancer. The Aqua Hulus draws you an extra card when it enters the battle zone, the Aqua Soldier automatically returns to your hand if it is destroyed in battle, and the Aqua Shooter can block or attack.



Your Liquid People may have soft bodies, but they're hard to beat.

Your Fire cards are support spells to destroy your opponent's creatures. You can return them with Water's Spiral Gate and Teleportation, but when you want a permanent solution, look to your Fire spells. Crimson Hammer destroys 2000 power or less creatures, Volcanic Arrows destroys the 6000 power or less creatures, and Burst Shot can destroy any 2000 power or less creature throughout the battle zone. Be careful that Burst Shot doesn't include your own in that equation.

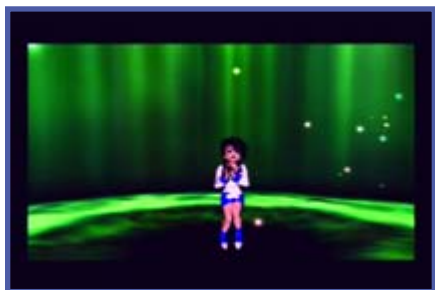


PRIMA OFFICIAL GAME GUIDE



Cast Brain Serum to draw extra cards in battle.

By combining Fire's firepower with Water's slippery ways, Rebecca can make some waves in the game. You have blockers if you need the defense, but this deck can win without playing defense if your opponent brings a slow deck to your match.



Rebecca wins a difficult duel.

Rebecca's Adventure

The story begins with Rebecca studying in the Library. Her Aunt Vivian startles her from behind, but when Rebecca realizes who it is, she's overjoyed to see her.

They chitchat and Aunt Vivian compliments Rebecca on her dueling talents. Little does Rebecca know that Aunt Vivian is really the mastermind behind all the problems that Knight and company have run into these past few days.

As Rebecca takes off with her dueling date, Luc, Aunt Vivian waves goodbye. In the meantime, she plots with Jalen on how to beat Rebecca the next time they meet.



Your Aunt Vivian startles you while you're studying, but you're happy to see her.



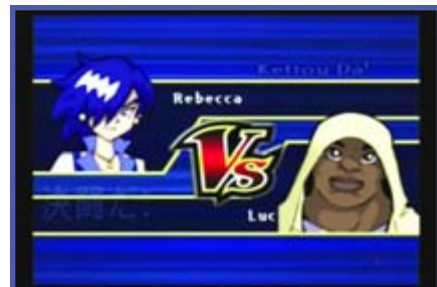
You introduce your friend Luc.



Aunt Vivian says goodbye, even while she sets her evil plans in motion.

Quest 1: Test Your Skills

Luc challenges you to a duel. Since you haven't tried out your new deck, it's a good idea to battle against a friendly opponent that might not be as ruthless as the normal competition.



Luc challenges you to a duel to test both of your skills.

Luc has a Light/Darkness deck, two civilizations that are foreign to your Water/Fire deck. Watch that he doesn't get out to an early lead with creatures like Iere, Vizier of Bullets and Writhing Bone Ghoul. Cast a blocker if you need to; otherwise, keep the game close by matching his creatures with your Liquid People. If it's close when you summon Crystal Lancer, you'll be victorious.

Quest 2: Battle Cindy



Defeat the Water Clan leader, Cindy, to continue on your quest.

After your meeting with Luc, go to the Library. You meet up with Cindy, the Water Clan leader, and she challenges you to a duel. You must prove yourself worthy of continuing by besting a deck similar to yours.

Cindy has the advantage of having a deck more advanced than your starting deck. She hasn't developed it in exactly the same direction —less destruction and no Liquid People

PS2 Strategy: Water

theme—but it has stronger cards than yours.

Play intelligently. Use your creatures as elimination spells on the counter-attack; if you can destroy Cindy's creatures and leave even one of yours still standing, you can win the battle through attrition.

Quest 3: The Water Monk



The Water Monk tests you in the Mall.

Visit the Water Monk and Knight in the Mall next. The Water Monk decides to test you with a challenge. Break out your best stuff against the all-Water deck.

The Water Monk has many of the cards that you'd like for your advanced deck. It will be a difficult fight, but one that you can win. You must beat him before he reaches the eight-mana mark and can summon forth the mighty King Nautilus. Luckily, your big gun, Crystal Lancer, costs six mana, so you should cast him well before the Water Monk makes his big play. As long as Crystal Lancer stays in the battle zone, you should win.

After the battle, the Water Monk tells you that the Water creature has escaped and you need to gather nine creature card pieces to assemble the card that will control it. He gives you one to start and sets you forth to find the other eight.



Water Monk and Knight fill you in on the Water quest.

Quest 4: Aunt Vivian's Favor



Aunt Vivian asks you for a favor in the Park.

You head to the Park next and find Aunt Vivian waiting for you. She reminds you that she's always been a friend to the family and she was even the one to give you your very first deck. For fun, she asks you to duel.

Expect a bone-crunching ending if you let this duel go too long. Aunt Vivian has access to almost all the top Darkness creatures, so once she hits seven or eight mana, she will take control of the game. Before then, you must swarm her with your faster Water and Fire creatures. If you've gotten rid of most of your Fire creatures by now, use your extra destruction spells to give you an edge in combat.

At the conclusion of the duel, Aunt Vivian asks for a small favor. She would like you to collect the Water creature card pieces for her. You're not sure—the Water Monk has already asked you to do the same for him—but Aunt Vivian won't take no for an answer.

Quest 5: Librarian Help



The librarian, Ms. Loodle, assists you on some Duel Masters history.

Go talk to Ms. Loodle, the librarian, to study up on *Duel Masters* history. She will only give out the information to a Duelist level or higher person. If you aren't of sufficient level yet, play a few matches in the Library until you reach the necessary 5000 experience points.

Her deck runs 12 different dragons, which can be deadly if you let her reach the seven-mana mark. Fortunately for you, she doesn't have much defense built into her Fire/Water deck, so you can use your faster creatures to chip away at her shields early. Even if she manages a Garkago Dragon or Uberdragon Jabaha, your Crystal Lancer should finish the job.

After you win, Ms. Loodle turns over the history to you. It turns out that after each big tournament, powerful creatures are bound to the *Duel Masters* cards through magic. Someone tried to grab these creatures before everyone else and accidentally let them escape. Now it's your task to control the Water creature once again.



PRIMA OFFICIAL GAME GUIDE

Quest 6: Second Creature Card Piece



Jodi holds the next creature card piece.

You find the second creature card piece in the Park. Jodi has it, but before you can ask her for it, Jalen and Sera show up. Jalen teases you about your name and gets you angry enough to duel Sera for respect.



Beating Sera nets you some cool cards.

With multiple blockers and three copies of Holy Awe, Sera's deck may beat you if you're not aggressive enough. Use Spiral Gate or Teleportation on Sera's defensive creatures and attack with your Aqua Soldier and Aqua Hulus cards. Continue the pressure and win with your swarm of cheap creatures, or go to the well yet again and bring in Crystal Lancer.

Beating Sera doesn't gain you much respect; in fact, it loses you the creature card piece. While you had the ego battle with Sera, her twin brother Jalen got the card piece from Jodi. Now they have the card piece that you've been searching for.



Jalen gets the creature card piece from Jodi while you're distracted.

Quest 7: Second Creature Card Piece (Part 2)



Evan has another creature card piece at the School.

You may be discouraged about losing out on that last creature card piece. Head to the School, and you can pick up another one and maybe change your fortunes. Evan is willing to duel you for the next creature card piece.

Evan usually wins with a big Dawn Giant (he has three of them). Until he gains the seven mana he needs for the Dawn Giant, Evan casts blockers and tries to keep you at bay with his Water/Nature deck.

Your Water/Fire deck should steam him before he sets all his cards in order. Your deck should be reaching its advanced state and so you have more destruction and steady creature attacks than before. Use those weapons early and keep him on his heels as you lay waste to his Mighty Shouters, Phantom Fish, and Silver

Axes. As soon as you win, Evan gives you your second creature card piece.

Quest 8: Third Creature Card Piece



You enter the Card Shop tournament for a creature card piece.

You must battle three consecutive opponents in your next challenge, a tournament at the Card Shop, to win the creature card piece that Chuck has behind the counter. You also earn nearly 5000 experience points through the duels to make it even more worthwhile.

You battle Hooper first. His Darkness/Light deck will give you some blockers to deal with and build for some finishers like Lah, Purification Enforcer, and Vampire Silphy. Your deck will perform faster than his; just hold a destruction spell for those big threats.

Your second battle is against Evan again. If anything, your deck will be slightly better than when you faced him in the last quest, so repeat your battle technique to cruise to the final round.



Repeat your dueling experience against Evan, only this time it matters more.

PS2 Strategy: Water



Sean wins the other bracket and faces you in the finals.

Sean plays a Nature/Light deck that throws out a lot of beefy creatures, which are hard to destroy. Rely on your blockers a bit more in this one, as you try to keep the game stalemated until you can use Crystal Lancer's ability to slip through the defenses. If that fails, you'll have to return a lot of cards with Spiral Gate and Teleportation as you pick away at Sean's shields. Chuck hands over the creature card piece when you finally beat Sean.

Quest 9: Your Signature Creature



A showdown with Knight determines whether you're ready for the last half of your quest.

Return to the Restaurant and speak with Knight. He is pleased with your progress and duels you to test how far you've come. His combination of Light and Fire can shut down many decks. Yours shouldn't be one of them. Use everything you've learned to show your master how much you've mastered the Water and Fire Civilizations.

After the battle, Knight gives you the choice of three creatures to be your signature one: King Ripped-Hide, Aqua Sniper, and Legendary Bynor. Depending on how you've taken your deck, all three of these could work. You need to have a lot of leviathans in your deck to make the Legendary Bynor work, so that's out. King Ripped-Hide can draw you extra cards—always a good thing—but we'll go with theme and stick with the Liquid People card, Aqua Sniper. At eight mana, the hefty Sniper returns creatures to their owner's hands, so you can really set your opponent back if this finisher arrives.

You've advanced enough that Knight and the Water Monk now tell you the truth. Your Aunt Vivian is actually the villainous Widow, and she plans to steal the power of the five creatures that have been let loose. They hope that you will join them in fighting her to the bitter end. Of course, you already knew all that and Rebecca shocks the two mentors with her perceptiveness.

Quest 10: Fourth Creature Card Piece

It's back to the Card Shop for the next creature card piece. Speak with Duncan, and he agrees to duel for the creature card piece. His Water/Darkness deck has some cards you haven't seen much of yet, but it can't compete against your well-oiled machine.



Finish off Duncan in a duel to gain the fourth creature card piece.

Play your Aqua creatures over the first few turns. Drop a Phantom Fish or Revolver Fish if Duncan seems a threat, and continue up to six mana and Crystal Lancer range. You haven't seen much of Dark Titan Maginn (who makes you discard each time it attacks) and Gamil, Knight of Hatred (returns a creature to your hand from the graveyard each attack), and you want to keep it that way.

Quest 11: Fifth Creature Card Piece



You confide in Luc at the Park.

You meet up with Luc in the Park later. He reassures you that you've made it this far as a duelist based on your own skill. He doesn't want you to worry about any allegiance to Widow, since she may have helped you get started, but it was all you after that. You thank Luc for making you feel better and move on.





PRIMA OFFICIAL GAME GUIDE



Cindy asks you to duel the Fire Clan.

In the Library, Cindy directs you to fight the Fire Clan leader, Drew. You find him at the Restaurant. If you beat him, he'll relinquish the fifth creature card piece.



Drew holds the fifth creature card piece.

Drew's deck stacks up on dragons and Angel Command creatures. If you let the Fire/Light combination build up, you won't compete with the giant creatures. He only has three Dia Nork blockers and that's his weakness. When one of those shows up, zap it with a Volcanic Arrows or return it with Spiral Gate or Teleportation. The mandate here is attack, attack, attack.

Quest 12: Final Creature Card Pieces

In the Park, your aunt asks you for the creature card pieces. You refuse and let her know that you have figured out the truth—that she's Widow, the cause behind all the problems with the creatures and the temple. She disowns you and calls you enemy the next time you meet.

Over at School, Jalen holds the other half of the creature card pieces. He's



Aunt Vivian tries to convince you to give up your creature card pieces.

fallen out of Widow's favor and he looks to prove himself to her by beating you. You both duel, with the winner collecting all nine creature card pieces.



If you beat Jalen, you gain all the creature card pieces.

Jalen's deck resembles the Water component of yours, except it isn't as perfected. Where he has one Crystal Lancer, you have four. You have more Fire spells for extra backup against creatures. Jalen has a lot of mediocre cards in his deck and that will haunt him in his battle against you.

Quest 13: King Ambergris

At the Library, the Water Monk duels you one last time to test your strength before the battle against the Water creature, King Ambergris. Play things as you did the previous time you fought him and it should pan out in your favor, especially with better cards in your deck now.

You face a similar deck when you square off against King Ambergris. He follows the same strategy of Liquid People and the Crystal Lancer



The Water Monk tests you again.

evolution. Fortunately, he doesn't have as concentrated a strategy, so you should draw all the cards you need quicker than he does. You also have Fire's Volcanic Arrows to destroy his Crystal Lancer if it shows up. King Ambergris can only return yours back to your hand, and in anything other than a tight duel, you can simply replay the Evolution Creature and attack in force the following turn.

It may take a try or two, but you will prevail. Beating King Ambergris proves your mastery of the Water



King Ambergris will fight for you if you prove you are a better duelist than he is.

Clan and sets you up as Knight's chosen in the coming big tournament against Widow and her pupils.

Quest 14: The Tournament Hall

After your fight with King Ambergris, head to the Tournament Hall. This unlocks Jalen for Arcade Mode. More important, it brings Rebecca to the tournament area, where you wait for the big event to start as soon as Knight's other champions rise to the top of the ranks.

PS2 Strategy: Water

rebecca's 1 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

rebecca's 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	4
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	3
Aqua Hulkus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	4
Aqua Sniper	Water	Liquid People	SR	8	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2





PRIMA OFFICIAL GAME GUIDE

luc's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Wailing Shadow Belbetphlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

cindy's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkliffe Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	1
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	1
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Explosive Fighter Ucarin	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4

PS2 Strategy: Water

water monk's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	4
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
King Ripped-Hide	Water	Leviathan	VR	7	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	3
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

aunt vivian's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Darkness Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deathliger, Lion of Chaos	Darkness	Demon Command	SR	7	9000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Giriel, Ghastly Warrior	Darkness	Demon Command	SR	8	11000	—	—	—	—	x	—	—	—	—	—	—	—	1
Zagaan, Knight of Darkness	Darkness	Demon Command	SR	6	7000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Locomotive	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	1
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	1
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	1
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Lost Soul	Darkness	—	UC	7	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Phlael, Shadow of Betrayal	Darkness	Ghost	SR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Marrow Ooze, the Twister	Darkness	Living Dead	C	1	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2



PRIMA OFFICIAL GAME GUIDE

ms. loodle's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	4
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	4
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	4
Super Explosive Volcanodon	Fire	Dragonoid	UC	4	2000+4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	2
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

sera's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1

PS2 Strategy: Water

evan's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	3
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4

hooper's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	2
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	2
Locomotive	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	2
Skeleton Soldier, the Defiled	Darkness	Living Dead	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	2
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4



PRIMA OFFICIAL GAME GUIDE

sean's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	2
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	2
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	2
Red-Eye Scorpion	Nature	Giant Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Beast	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Stampeding Longhorn	Nature	Horned Beast	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	3
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1

knight's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armoroid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1

PS2 Strategy: Water

duncan's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	1
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	2
Dark Titan Maginn	Darkness	Demon Command	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	1
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	1
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	1
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	2
Plasma Chaser	Water	Gel Fish	VR	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	1
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Hulcus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	1
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

drew's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	3
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	3
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	3
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucan	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	3
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	3
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

jalen's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	3
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	3
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3

king ambergris' deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	4
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Legendary Bynor	Water	Leviathan	SR	6	8000	—	—	—	—	x	—	—	—	—	—	—	—	1
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Hulus	Water	Liquid People	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	3
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1

PS2 STRATEGY: NATURE

自然水火光闇

When you think of nature, you might think of a walk in the park. Well, if you build the right Nature deck, your duels could be just that—a walk in the park. Lead Trey and his mana-producing creatures to bring out the beast in your deck and you could prove yourself a natural at this game.



Trey is a little bewildered at the start of his adventure.

Your First Nature Deck

Your initial mix has its fair share of solid creatures. You can attack with an early Burning Mane, follow up with an Iere, Vizier of Bullets, and finish off with a Silver Fist or Lok, Vizier of Hunting. You have only one big creature, Xeno Mantis. In later battles, you will need more powerful creatures than the single Xeno Mantis.

You shouldn't stall with your initial group, mainly because nothing costs that much. You do carry two Bronze-Arm Tribe cards to help out with mana, but you will need more to summon your big creatures (or multiple creatures in the same turn). Concentrate on casting the best creature for the mana and hope to get off to a better start than your opponent.

Your deck can do some tricks. Miele taps a creature when you summon it, which allows you to attack one of your opponent's offensive creatures when he or she least expects it. The shield trigger Mana Crisis might go



Emerald Grass can block for your deck early.

off for free and destroy one of your opponent's mana, thus preventing him or her from gathering further strength. Sundrop Armor allows you to replenish one of your shields, making it that much tougher to take you down.



In combat, Emerald Grass destroys itself against your opponent's creature.

Trey's starting deck has the card pieces to go all the way; they're just a little jumbled in the beginning. With a little work and better cards, you will convert his deck into a world-beater.



Ultimate Force grants you two extra mana to summon even more powerful spells.

Advanced Nature Deck

We're going to build the deck around Barkwhip, the Smasher. His rarity is only uncommon and he's one of the most powerful Evolution Creatures in the game. For just two mana, Barkwhip turns one of your Beast Folk into a 5000-power attacker, then gives a +2000 bonus to all your other Beast Folk when he's tapped. This Evolution Creature turns your Beast Folk into a fearsome army.

All your creatures except two will be Beast Folk. (You start with the powerful Xeno Mantis, a giant insect, which stays in your deck, plus you'll want to add the Earthstomp Giant as your signature creature later in your adventure). You gain some good mana-producing creatures with your Beast Folk, such as Bronze-Arm Tribe, and some decent attackers, such as the Golden Wing Striker. But really, they're just waiting for Barkwhip to arrive.

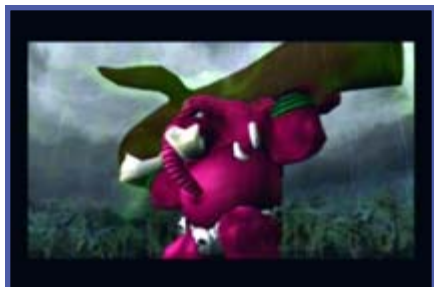


With all the mana you produce, you won't have a shortage of creatures.

The deck is very fast. You can summon a Beast Folk on your second turn and follow with Barkwhip on your third turn for a 5000-power attacker to rule the battle zone. Your creatures should swarm; you want the advantage of numbers on your side. If you get a good draw, most decks can't even compete.



PRIMA OFFICIAL GAME GUIDE



Mighty Shouter heaves trees around and gives you a mana boost when it is destroyed.

When you run into a roadblock, blast it out of the way with Natural Snare or pump up your creatures with Aura Blast to run over it. Don't stop for anything. If you slow down or fall into a stalemate, you probably won't win the day.



Your side overwhelms the enemy in no time.

Trey's Adventure

The story begins with Marcus beating up on Trey. Not with his fists, though—in a *Duel Masters* match. Marcus is the local hotshot and he likes to prove it by mopping up the floor with Trey and his Nature cards.

Marcus rubs it in some more and then leaves Trey to clean up his scattered cards. As Trey ponders his fate, it begins to rain, and he knows it's going to be a tough day.

Back at School, Trey resolves to build himself a better deck and turn himself into a Master Duelist. It will be a long, hard road, but he's committed to the end.



Marcus makes a fool of Trey after school.



Trey slumps, defeated, but not down for the count.



In School, everyone's talking about Marcus and his dueling prowess.

Quest 1: Marcus Rematch

You begin at School and seek out Finch for a duel. Finch's Fire/Light deck can be reasonably fast, so watch out that he doesn't get the creature advantage on you before



You spar with Finch in your first duel.

you can gear up for turns where you can summon more than one creature. Emerald Grass and Poisonous Dahlia can go a long way toward stopping an easy Finch victory.

After you dispatch Finch, Marcus shows up to taunt you some more. You can follow him to the Park for a rematch, but don't expect much. As you beat him, Knight shows up and calls you away in an emergency. You don't get to claim the victory after all.



Marcus can't help but make you feel worse about your latest loss to him.

Quest 2: Nature Monk

The Nature Monk has to see you right away in the Forest Preserve. He seeks to duel you and measure your potential. You both break out your decks and get to it.

The Nature Monk's deck is an advanced version of the Nature side of your deck. In fact, it's similar to what you'll be building with your advanced deck. He has the advantage over you with his card selection. You need to make some good card plays to survive.

PS2 Strategy: Nature



The Nature Monk awaits you in the Forest Preserve.

Try to stay with him and break the same amount of shields early in the game. If you get into a standoff, which could happen if you can get out a Poisonous Dahlia to intimidate his smaller creatures, then you stand a good chance of pulling off the win. Wait until you have a full row of creatures and then cast Aura Blast. The creatures all gain +2000 power, which should put them over the top for a full overrun.



Your mouth angers the Nature Monk, and you must figure out your quest from your friend's stories.

After you beat the Monk, you let your mouth get the better of you. The Nature Monk talks to Knight about how afraid you are of Marcus, which you deny angrily. The Monk gets insulted and directs you to leave.

You return to the School to talk with your friends. As you hear their stories, it becomes clear to you that you

must recover the nine creature card pieces of the Nature creature. You hope that by doing so, you can impress the Nature Monk and get him to speak with you again.

Quest 3: First Creature Card Piece



Earl fights with you over the first creature card piece.

Travel over to the Card Shop to find your first creature card piece. One of the store duelists has picked up the creature piece, and Earl wants it too. A duel is proposed and the winner gets to take the creature card piece with him.

Earl uses the same civilizations as you do. He has a slight advantage, since his deck has a few more of the potent cards that you're looking for to enhance your deck. Beat him on smarts. When he attacks with a smaller creature, forgo an attack on his shields to destroy that creature with one of your bigger ones. Summon your blockers to slow his attack and try to get a Silver Fist or Lok, Vizier of Hunting into the battle zone to exert offensive pressure. It's going to be a tense battle, but you should walk away with the creature card piece.

Quest 4: Chuck's Creature Card Pieces

After your duel with Earl, Chuck calls you over to the counter. He asks you if you'd be interested in helping him



Chuck promises three creature card pieces if you help him track down three missing cards.

recover three cards. The storekeeper lent out three cards to brothers in striped purple shirts. He can't remember their names, but for every card you bring back to him, he'll hand over a creature card piece. Complete the mini-quest and it brings your creature card piece total up to four.



Johannes is in a rush when you reach the Tournament Hall.

You can find the first brother, Johannes, in the Tournament Hall. He's in a rush to play an important match, but he says he can play you in a three-shield duel.

In a three-shield duel, you can't afford to lose any ground. The matchup actually favors you over Johannes' Water/Darkness mix, since you have cheaper creatures overall. Summon your fastest attackers and go for his shields all out. If he doesn't draw a Spiral Gate or Teleportation spell, you will probably outrace him and win.

Return the card to Chuck and claim your second creature card piece. Walk over to the Restaurant and engage Erik in conversation. Like his brother, he has a special rule on your duel: no double breakers. By this point, you probably only have the Xeno Mantis,



PRIMA OFFICIAL GAME GUIDE



Hot Rod insists that you can't play with evolutions.

so it's not a big loss. Erik has a similar deck to yours, so make the most of the cards that come up to beat him.

Again, return the card to Chuck and claim your third creature card piece. Hunt down the final brother, Hot Rod, in the Mall. His special rule is that no evolutions are allowed in the duel. This shouldn't affect you, unless you've pulled an evolution before the matchup.

Hot Rod has the best deck of the three brothers. He can set up a boost in mana with his 16 Nature creatures. This brings his big creatures, like his seven dragons or the Stonesaur, into the battle faster. You have no choice but to take out his shield quickly, before he can set up for an ultimate play.

Return the last card to Chuck after your victory and you notch your fourth creature card piece. Now on to the fifth one.

Quest 5: Fifth Creature Card Piece

Return to School to speak with the twins, Jalen and Sera. They have a creature card piece that you need but



The twins have the next creature card piece.

won't give it up. Cleverly, you get them to argue about who's best and tell them that you'll choose who is really the best if they give you the creature card piece. They do, and you choose yourself. The twins demand the card back, and you offer to duel them both to keep it.

You've probably accumulated some Barkwhip, the Smasher cards by now and your deck is getting faster, so the duel against Jalen won't be too rough. His all-Water deck is slow and falls prey to your quick strategy. Attack early and keep the attack on even if a blocker comes out and you can't destroy it.

Sera's deck is better—so you've answered that question for the twins about who's better—with its Holy Awe spells and mix of good Light creatures. Still, it can't compete with your speed. By the time it sets up, you will have finished off all five of Sera's shields.

Quest 6: Your Signature Creature

You meet Marcus in the Park, but he wants nothing to do with you. He feels that he's beaten you and doesn't have to prove himself, even though you're desperate to set the record straight. No matter how much pleading you do, he refuses to duel you.



Marcus ignores your requests for another duel.

Move to the Forest Preserve and speak with Knight. You apologize for your misbehavior earlier with the Nature Monk and tell Knight that you've secretly been gathering the Nature creature card pieces. He is pleased and offers to duel you to gauge your progress.



You apologize to Knight for your angry outburst earlier.

Your cards will have caught up with the master now. His Fire and Light cards will only beat you if you haven't built your deck up, which is a good indicator of whether your deck is ready for the big challenges ahead. Come out fast and hit Knight with everything you have, and if it's not enough, earn some more cards to increase your deck's speed.

If you beat Knight, he gives you a choice of three signature Nature creatures: Earthstomp Giant, Deathblade Beetle, and Roaring Great-Horn. You can't go wrong with any of them; they're the best batch of signature creatures in any of the civilizations. For pure speed, though, we'll choose the five-mana Earthstomp Giant.

PS2 Strategy: Nature



Beat Knight and choose a signature creature.

Quest 7: Final Creature Card Pieces



Earl holds the remaining creature card pieces.

Journey over to the Mall and challenge Earl to a duel for the remaining creature card pieces. You've already fought him and your deck has gotten infinitely better since then. You should make quick work of him and grab those extra creature card pieces.

Quest 8: Gor, Primal Hunter

Seek out the Nature Monk in the Forest Preserve next. You must be at Master level to duel him, though (25,000 experience), so duel some other players if you need the extra reputation.

As with Knight, your deck should now surpass your mentor's deck. He has a lot of weapons in Nature, but you have more. Save one Natural Snare for anything that looks dan-



The Nature Monk will take you to the next level if you're a Master.

gerous. Should the Nature Monk run into one of your Holy Awe spells, the game probably ends right there.

You will run Marcus into the ground unless he draws lots of destruction. Even if you get hit with a Death Smoke or Terror Pit, your creatures should swarm his more expensive counterparts. He's really an afterthought now, as well as Knight, the Nature Monk, and Gor, that you can go all the way.

Return to the Nature Monk and he assembles the creature card pieces to send you back to Gor. It should be almost a repeat performance for your final battle against Gor, Primal Hunter. His deck might stack up taller than the Nature Monk's, but not by much, and you have the creature alignments to



Gor rejects you until you beat that which you fear—your true enemy, Marcus.

beat him now. He might come out fast, but you'll come out faster, and ultimately your speed burns him in the end.



Your final confrontation against Gor leaves him a little worse for the wear.

Quest 9: The Tournament Hall



a You're in the spotlight now that you've become a Kaijudo Master.

With your triumph over Gor, you claim the title of Kaijudo Master of the Nature Clan. Follow Knight to the Tournament Hall, where you unlock Earl for Arcade Mode and listen to Knight's instruction for the final tournament against Widow.



PRIMA OFFICIAL GAME GUIDE

trey 1 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Ultimate Force	Nature	—	C	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1

trey 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Holy Awe	Light	—	R	6	—	—	x	—	—	—	—	—	—	—	—	—	—	2
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	4
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	3
Earthstomp Giant	Nature	Giant Insect	SR	6	8000	—	—	—	—	x	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Gor, Primal Hunter	Nature	Beast Folk	SR	7	2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

PS2 Strategy: Nature

finch's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Fire Sweeper Burning Hellion	Fire	Dragonoid	C	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Armored Cannon Balbaro	Fire	Human	UC	3	3000	—	—	—	—	—	—	—	—	—	—	—	Human	1
Brawler Zylar	Fire	Human	C	2	1000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Rumble Gate	Fire	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Volcanic Arrows	Fire	—	UC	2	—	—	—	x	x	—	—	—	—	—	—	—	—	2
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1

nature monk's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Dawn Giant	Nature	Giant	R	7	11000	—	—	—	—	x	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	3
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

earl's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	4
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Duks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Gigamantis	Nature	Giant Insect	VR	4	5000	—	—	—	—	—	—	—	—	—	—	—	Giant Insect	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4

johannes' deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	2
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	2
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Seamine	Water	Fish	VR	6	4000	x	—	—	—	—	—	—	—	—	—	—	—	2
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	2
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	4
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	4

PS2 Strategy: Nature

erik's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Aless, the Oracle	Light	Lightbringer	C	6	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	4
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	1
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	1
Red-Eye Scorpion	Nature	Giant Insect	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Poisonous Dahlia	Nature	Tree Folk	UC	4	5000	—	—	—	—	—	—	—	—	x	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1

hot rod's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Uberdragon Jabaha	Fire	Armored Dragon	VR	7	11000	—	—	—	—	x	—	—	—	—	—	—	Armored Dragon	3
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Fighter Ucam	Fire	Dragonoid	R	5	9000	—	—	—	—	x	—	—	—	—	—	—	—	2
Immortal Baron, Vorg	Fire	Human	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Flametropus	Fire	Rock Beast	R	5	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Stonesaur	Fire	Rock Beast	UC	5	4000+2000	—	—	—	—	—	—	—	—	—	—	—	—	1
Burning Power	Fire	—	C	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Burst Shot	Fire	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Crimson Hammer	Fire	—	C	2	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Fire	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	4
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	4



PRIMA OFFICIAL GAME GUIDE

Jalen's 2 deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Hypersquid Walter	Water	Cyber Lord	R	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Candy Drop	Water	Cyber Virus	C	3	1000	—	x	—	—	—	—	—	—	—	—	—	—	3
Phantom Fish	Water	Gel Folk	C	3	4000	x	—	—	—	—	—	—	x	—	—	—	—	2
Revolver Fish	Water	Gel Folk	UC	4	5000	x	—	—	—	—	—	—	x	—	—	—	—	1
King Coral	Water	Leviathan	UC	3	1000	x	—	—	—	—	—	—	—	—	—	—	—	3
King Nautilus	Water	Leviathan	R	8	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Aqua Deformer	Water	Liquid People	R	8	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Knight	Water	Liquid People	R	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aqua Shooter	Water	Liquid People	C	4	2000	x	—	—	—	—	—	—	—	—	—	—	—	3
Aqua Soldier	Water	Liquid People	UC	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Crystal Lancer	Water	Liquid People	UC	6	8000	x	—	—	—	x	—	—	—	—	—	—	Liquid People	1
Aqua Charger	Water	Liquid People	C	3	2000	—	—	x	—	—	—	—	—	—	—	—	—	3
Brain Serum	Water	—	UC	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Deep Operation	Water	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Psychic Shaper	Water	—	UC	6	—	—	—	—	—	—	—	—	—	—	—	—	—	3
Spiral Gate	Water	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Teleportation	Water	—	R	5	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Virtual Tripwire	Water	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	3

Sera's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	2
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	3
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	1
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Iere, Vizier of Bullets	Light	Initiate	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Lok, Vizier of Hunting	Light	Initiate	UC	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Magris, Vizier of Magnetism	Light	Initiate	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Re Bil, Seeker of the Holy Bow	Light	Mecha Thunder	UC	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	3
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Sonic Wing	Light	—	C	3	—	—	—	Sundrop Armor	—	—	—	—	—	—	—	—	—	1
Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2
Sieg Balicula, the Intense	Light	Initiate	VR	3	5000	—	—	—	—	—	—	—	—	—	—	—	—	1

PS2 Strategy: Nature

knight's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Galkife Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	2
Garkago Dragon	Fire	Armored Dragon	VR	7	6000	—	—	—	—	x	—	—	—	—	x	—	—	2
Rothus, the Traveler	Fire	Armorloid	R	4	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Cavalry General Curatops	Fire	Dragonoid	UC	3	2000	—	—	—	—	—	—	—	—	—	x	—	—	1
Deadly Fighter Braid Claw	Fire	Dragonoid	C	1	1000	—	—	—	—	—	—	—	—	—	—	x	—	3
Explosive Dude Joe	Fire	Human	C	3	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Nomad Hero Gigio	Fire	Machine Eater	R	5	3000	—	—	—	—	—	—	—	—	—	x	—	—	1
Magma Gazer	Fire	—	R	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Muramasa, Duke of Blades	Darkness	Human	UC	6	3000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aeris, Elemental of Flight	Light	Angel Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Alcadeias, Lord of Spirits	Light	Angel Command	VR	6	12500	—	—	—	—	x	—	—	—	—	—	—	Angel Command	1
Ethel, Star Sea Elemental	Light	Angel Command	VR	6	5500	—	x	—	—	—	—	—	—	—	—	—	—	1
Lah, Purification Enforcer	Light	Berserker	R	5	5500	—	—	—	—	—	—	—	—	—	—	—	—	1
Dia Nork, Moonlight Guardian	Light	Guardian	R	4	5000	x	—	—	—	—	—	—	—	x	—	—	—	3
Raza Vega, Thunder Guardian	Light	Guardian	VR	10	3000	x	—	—	—	—	—	—	—	—	—	—	—	2
Mist Rias, Sonic Guardian	Light	Guardian	UC	5	2000	—	—	—	—	—	—	—	—	—	—	—	—	2
Frei, Vizier of Air	Light	Initiate	UC	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	2
Miele, Vizier of Lightning	Light	Initiate	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	2
Ouks, Vizier of Restoration	Light	Initiate	R	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	1
Emerald Grass	Light	Starlight Tree	C	2	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Angel Song	Light	—	UC	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Holy Awe	Light	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Light Defense	Light	—	UC	1	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Solar Ray	Light	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Sonic Wing	Light	—	C	3	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Sundrop Armor	Light	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1

marcus' deck

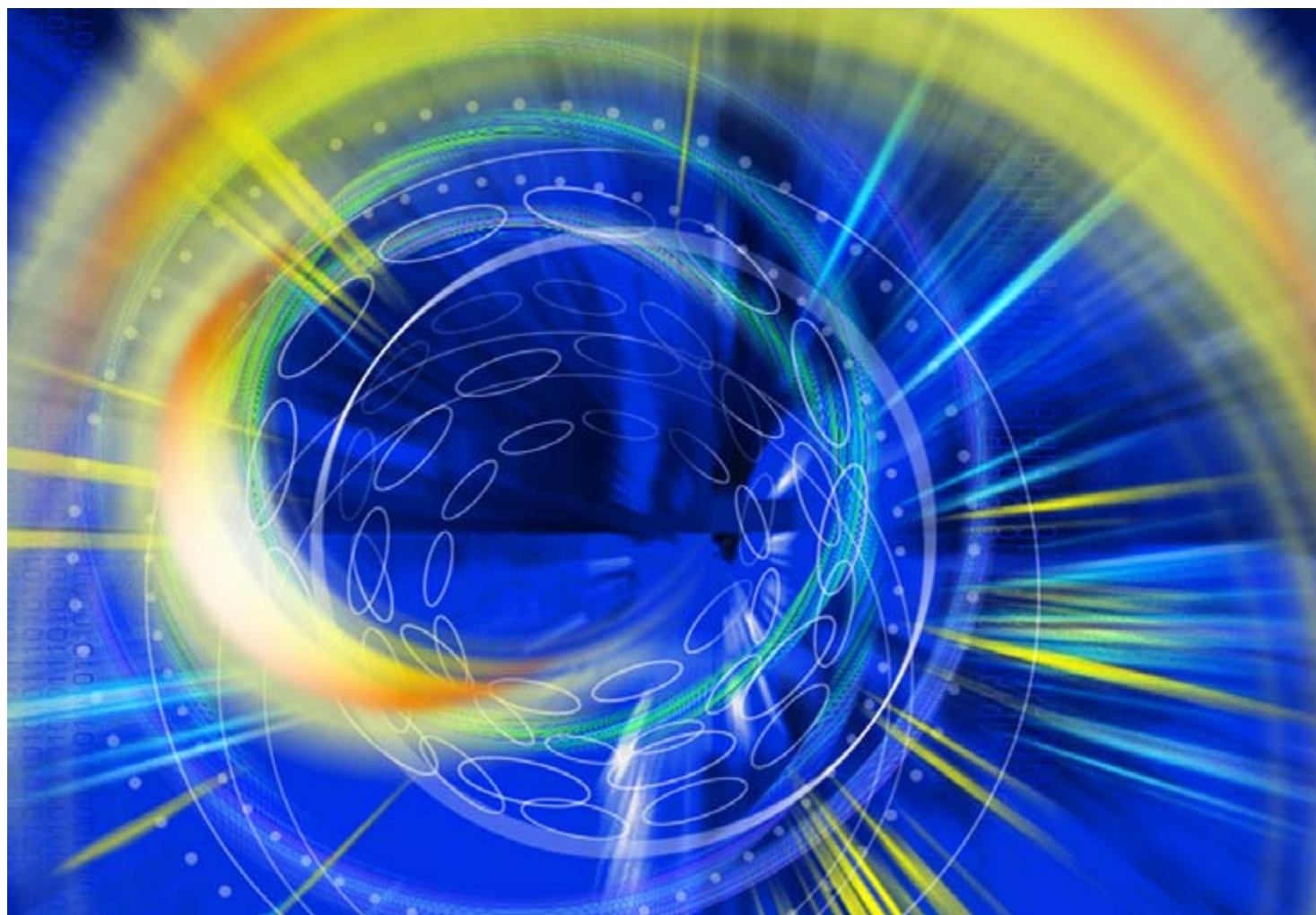
CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Bloody Squito	Darkness	Brain Jacker	C	2	4000	x	—	—	—	—	x	—	x	—	—	—	—	3
Gigagiele	Darkness	Chimera	R	5	3000	—	—	—	—	—	—	x	—	—	—	—	—	1
Vampire Silphy	Darkness	Dark Lord	VR	8	4000	—	—	—	—	—	—	—	—	—	—	—	—	2
Gamil, Knight of Hatred	Darkness	Demon Command	R	6	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Photocide, Lord of the Wastes	Darkness	Demon Command	R	5	9000	—	—	—	—	—	—	—	—	x	—	—	—	1
Gray Balloon, Shadow of Greed	Darkness	Ghost	UC	3	3000	x	—	—	—	—	—	—	—	x	—	—	—	3
Jack Viper, Shadow of Doom	Darkness	Ghost	VR	3	4000	—	—	—	—	—	—	—	—	—	—	—	Ghost	1
Shadow Moon, Cursed Shade	Darkness	Ghost	C	4	3000	—	—	—	—	—	—	—	—	—	—	—	—	3
Locomotiver	Darkness	Hedarians	UC	4	1000	—	—	x	—	—	—	—	—	—	—	—	—	2
Scratchclaw	Darkness	Hedarians	R	4	1000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Assassin, the Ripper	Darkness	Living Dead	C	4	2000	—	—	—	—	—	—	x	—	—	—	—	—	2
Bone Spider	Darkness	Living Dead	UC	3	5000	—	—	—	—	—	x	—	—	—	—	—	—	1
Writhing Bone Ghoul	Darkness	Living Dead	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Gregorian Worm	Darkness	Parasite Worm	C	4	3000	—	—	x	—	—	—	—	—	—	—	—	—	2
Dark Reversal	Darkness	—	UC	2	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Death Smoke	Darkness	—	C	4	—	—	—	—	—	—	—	—	—	—	—	—	—	4
Ghost Touch	Darkness	—	C	2	—	—	—	x	—	—	—	—	—	—	—	—	—	1
Snake Attack	Darkness	—	C	4	—	—	—	—	x	—	—	—	—	—	—	—	—	1
Terror Pit	Darkness	—	R	6	—	—	—	x	—	—	—	—	—	—	—	—	—	4
Wailing Shadow Belbephlo	Darkness	Ghost	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	1



PRIMA OFFICIAL GAME GUIDE

gor, primal hunter's deck

CARD NAME	CIVILIZATION	RACE	RARITY	MANA COST	POWER	BLOCKER	UNBLOCK-ABLE	SHIELD TRIGGER	SACRIFICE SHIELD	BREAK	SELF-DESTRUCT	SLAYER	CAN'T ATTACK	CAN'T ATTACK PLAYER	CAN ATTACK UNTAPPED	MUST ATTACK	EVOLUTION	NUMBER IN DECK
Barkwhip, the Smasher	Nature	Beast Folk	UC	2	5000	—	—	—	—	—	—	—	—	—	—	—	Beast Folk	2
Burning Mane	Nature	Beast Folk	C	2	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Golden Wing Striker	Nature	Beast Folk	C	3	2000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Mighty Shouter	Nature	Beast Folk	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Axe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Silver Fist	Nature	Beast Folk	UC	4	3000+2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Steel Smasher	Nature	Beast Folk	C	2	3000	—	—	—	—	—	—	—	—	x	—	—	—	2
Deathblade Beetle	Nature	Giant Beast	SR	5	3000+4000	—	—	—	—	x	—	—	—	—	—	—	—	1
Xeno Mantis	Nature	Giant Insect	VR	7	6000	—	—	—	—	x	—	—	—	—	—	—	—	1
Elf-X	Nature	Tree Folk	R	4	2000	—	—	—	—	—	—	—	—	—	—	—	—	3
Masked Pomegranate	Nature	Tree Folk	UC	5	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Thorny Mandra	Nature	Tree Folk	VR	5	4000	—	—	—	—	—	—	—	—	—	—	—	—	1
Aura Blast	Nature	—	UC	4	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Mana Crisis	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mana Nexus	Nature	—	C	4	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Mystery Bless	Nature	—	R	6	—	—	—	—	—	—	—	—	—	—	—	—	—	1
Natural Snare	Nature	—	UC	6	—	—	—	x	—	—	—	—	—	—	—	—	—	2
Bronze-Arm Tribe	Nature	Beast Folk	C	3	1000	—	—	—	—	—	—	—	—	—	—	—	—	3
Sword Butterfly	Nature	Giant Insect	C	3	2000	—	—	—	—	—	—	—	—	—	—	—	—	1



GAMEBOY® ADVANCE QUICK-TAKE WALKTHROUGH

The following walkthrough provide quick snapshots of *Duel Masters: Kaijudo Showdown* for the GameBoy® Advance. They take you from the beginning in Larkwell, your hometown, through the various civilizations, to the final showdown against the evil Gyujiro Japan. The decks for each civilization are listed after the walkthrough, as well as lists of the cards available for trading in each civilization.

Larkwell

- Enter shop tournament and win five rounds
- Win sponsorship from Mr. Dabba

Kindleton

Go to the came thing card shop

- Buy Kindleton's special Fire deck
- Enter shop tournament and win five rounds
- Unlock Mikoku's Fire deck

Win the inferno invitational regional

- Receive Armored Blaster Valdios

Duel Mikoku, the Master of Fire

Beat the Fire Guardian

- Receive the Fire Artifact

Return to Larkwell's card shop

Woodland

Go to the card time card shop

- Buy Woodland's special Nature deck
- Enter shop tournament and win five rounds
- Unlock Mimi's Nature deck

Win the tree hugger tourney

- Receive Fighter Dual Fang

Duel Mimi, the Master of Nature

Beat the Nature Guardian

- Receive the Nature Artifact

Return to Larkwell's card shop

Sogville

Go to the collector's cubby card shop

- Buy Sogville's special Water deck
- Enter shop tournament and win five rounds
- Unlock George's Water deck

Win the aquatic all-stars tournament

- Receive Crystal Paladin

Duel George, the Master of Water

Beat the Water Guardian

- Receive the Water artifact

Return to Larkwell's card shop

Glimmerboro

Go to the cet civilized card shop

- Buy Glimmerboro's special Light deck
- Enter shop tournament and win five rounds
- Unlock Hakuoh's Light deck

Win the Light Fight regional

- Receive Ladia Bale, the Inspirational

Duel Hakuoh, the Master of Light

Beat the Light Guardian

- Receive the Light artifact

Return to Larkwell's card shop

Gloomburg

Go to the decked out card shop

- Buy Gloomburg's special Darkness deck
- Enter shop tournament and win five rounds
- Unlock Kokujo's Darkness deck

Win the darkness duel-rest regional

- Receive Ultracide Worm

Duel Kyoshiro Kokujo, the Master of Darkness

Beat the Darkness Guardian

- Receive the Darkness artifact

Meet Mr. Narimatsu

- Beat Gyujiro Japan

Return to Larkwell card shop

Compete in the Larkwell celebrity tournament



PRIMA OFFICIAL GAME GUIDE

cards available in Larkwell

Aqua Bouncer
Aqua Knight
Aqua Sniper
Armored Warrior Quelos
Bombersaur
Boomerang Comet
Chaos Strike
Chaos Worm
Chilias, the Oracle
Creeping Plague
Deathblade Beetle
Deathliger, Lion of Chaos
Elf-X
Explosive Fighter Uearn
Fighter Dual Fang
Gigaron
Gran Cure, Space Guardian
Holy Awe
King Nautilus
Lah, Purification Enforcer
Laser Wing
Metalwing Skyterror
Natural Snare
Nomad Hero Gigio
Phal Eega, Dawn Guardian
Rayla, Truth Enforcer
Raza Vega, Thunder Guardian
Red-Eye Scorpion
Roaring Great-Horn
Rothus, the Traveler
Saucer-Head Shark
Seamine
Storm Shell
Teleportation
Terror Pit
Thorny Mandra
Tower Shell
Tropico
Unicorn Fish
Vampire Silphy
Zagaan, Knight of Darkness

cards available in Kindleton

Alek, Solidarity Enforcer
Armored Blaster Valdios
Astrocomet Dragon
Black Feather, Shadow of Rage
Bolshack Dragon
Boltail Dragon
Bolzard Dragon
Bombersaur
Bronze-Arm Tribe
Chaos Strike
Critical Blade
Dark Raven, Shadow of Grief
Dogarn, the Marauder
Draglide
Explosive Fighter Uearn
Flametropus
Galsaur
Garkago Dragon
Gatling Skyterror
Golden Wing Striker
Hanusa, Radiance Elemental
Ladia Bale, the Inspirational
Magma Gazer
Meteosaur
Nomad Hero Gigio
Scarlet Skyterror
Steel Smasher
Super Explosive Volcanodon
Tornado Flame
Uberdragon Jabaha

cards available in Woodland

Aura Blast
Bone Piercer
Coiling Vines
Dawn Giant
Dimension Gate
Dome Shell
Earthstomp Giant
Essence Elf
Fighter Dual Fang
Forest Hornet
Fortress Shell
Gray Balloon, Shadow of Greed
Iere, Vizier of Bullets
Leaping Tornado Horn
Lost Soul
Mana Crisis
Meteosaur
Miele, Vizier of Lightning
Poisonous Dahlia
Poisonous Mushroom
Roaring Great-Horn
Rothus, the Traveler
Rumbling Terahorn
Silver Axe
Silver Fist
Solar Ray
Stampeding Longhorn
Stonesaur
Tower Shell
Tri-Horn Sheperd
Ultimate Force
Xeno Mantis

Gameboy Advance Quick-Take Walkthrough

cards available in sogville

Ancient Giant
Aqua Soldier
Aurora of Reversal
Chaos Fish
Chaos Strike
Crystal Memory
Crystal Paladin
Draglide
Emeral
Gigamantis
Hunter Fish
Hypersquid Walter
King Depthcon
King Neptas
King Ripped-Hide
Legendary Bynor
Magma Gazer
Marinomancer
Plasma Chaser
Psychic Shaper
Psychroom
Shtra
Smile Angler
Sword of Benevolent Life
Teleportation

cards available in climmerboro

Alcadeias, Lord of Spirits
Astral Warper
Aurora of Reversal
Chaotic Skyterror
Chilias, the Oracle
Corile
Dia Nork, Moonlight Guardian
Ethel, Star Sea Elemental
Frei, Vizier of Air
Full Defensor
Gigamantis
Gran Cure, Space Guardian
Hanusa, Radiance Elemental
King Aquakamui
Lah, Purification Enforcer
Logic Cube
Magpis, Vizier of Magnetism
Mega Detonator
Megarex
Miar, Comet Elemental
Mystic Inscription
Ouks, Vizier of Restoration
Raza Vega, Thunder Guardian
Sonic Wing
Sparkle Flower
Szubs Kin, Twilight Guardian
Urth, Purifying Elemental

cards available in cloomburg

Amber Piercer
Aqua Jolter
Blasto, Explosive Soldier
Boltail Dragon
Chains of Sacrifice
Dawn Giant
Dark Clown
Dew Mushroom
Eldritch Poison
Ethel, Star Sea Elemental
Gigaberos
Hunter Cluster
Mana Nexus
Masked Pomegranate
Miar, Comet Elemental
Pippie Kruppie
Poison Worm
Rimuel, Cloudbreak Elemental
Shadow Moon, Cursed Shade
Stained Glass
Ultracide Worm



PRIMA OFFICIAL GAME GUIDE

darkness starter deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Bloody Squito	4	Darkness	Creature	2	4000	Common
Bone Assassin, the Ripper	2	Darkness	Creature	4	2000	Common
Bone Spider	4	Darkness	Creature	3	5000	Uncommon
Creeping Plague	1	Darkness	Spell	1	—	Rare
Dark Raven, Shadow of Grief	2	Darkness	Creature	4	1000	Uncommon
Dark Reversal	2	Darkness	Spell	2	—	Uncommon
Death Smoke	4	Darkness	Spell	4	—	Common
Ghost Touch	4	Darkness	Spell	2	—	Common
Stinger Worm	2	Darkness	Creature	3	5000	Uncommon
Swamp Worm	2	Darkness	Creature	7	2000	Uncommon
Terror Pit	1	Darkness	Spell	6	—	Rare
Wandering Braineater	4	Darkness	Creature	2	2000	Common
Writhing Bone Ghoul	2	Darkness	Creature	2	2000	Common
Chaos Worm	2	Darkness	Evolution	5	5000	Uncommon
Horrid Worm	4	Darkness	Creature	3	2000	Uncommon

fire starter deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Armored Walker Urherion	4	Fire	Creature	4	3000	Uncommon
Artisan Picora	3	Fire	Creature	1	2000	Common
Brawler Zylar	4	Fire	Creature	2	1000	Common
Crimson Hammer	4	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Explosive Fighter Ucaru	1	Fire	Creature	5	9000	Rare
Fatal Attacker Horvath	4	Fire	Creature	3	2000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Onslaught Triceps	3	Fire	Creature	3	5000	Uncommon
Rothus, the Traveler	1	Fire	Creature	4	4000	Rare
Super Explosive Volcanodon	4	Fire	Creature	4	2000	Uncommon
Tornado Flame	2	Fire	Creature	5	—	Uncommon
Armored Cannon Balbaro	2	Fire	Evolution	3	3000	Uncommon

Gameboy Advance Quick-Take Walkthrough

light starter deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Dia Nork, Moonlight Guardian	1	Light	Creature	4	5000	Rare
Emerald Grass	3	Light	Creature	2	3000	Common
Frei, Vizier of Air	2	Light	Creature	4	3000	Uncommon
Iere, Vizier of Bullets	2	Light	Creature	3	3000	Common
Iocant, the Oracle	1	Light	Creature	2	2000	Uncommon
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Lah, Purification Enforcer	1	Light	Creature	5	5500	Rare
Miele, Vizier of Lightning	4	Light	Creature	3	1000	Common
Moonlight Flash	2	Light	Spell	4	—	Uncommon
Reusol, the Oracle	4	Light	Creature	2	2000	Common
Senatine Jade Tree	4	Light	Creature	3	4000	Common
Solar Ray	4	Light	Spell	2	—	Common
Toel, Vizier of Hope	2	Light	Creature	5	2000	Uncommon
Diamond Cutter	4	Light	Spell	5	—	Uncommon
Larba Geer, the Immaculate	2	Light	Evolution	3	5000	Uncommon





PRIMA OFFICIAL GAME GUIDE



nature starter deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Emerald Grass	2	Light	Creature	2	3000	Common
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Burning Mane	4	Nature	Creature	2	2000	Common
Dimension Gate	4	Nature	Spell	3	—	Common
Fear Fang	4	Nature	Creature	3	3000	Common
Golden Wing Striker	4	Nature	Creature	3	2000	Common
Mighty Shouter	4	Nature	Creature	2	3000	Common
Steel Smasher	4	Nature	Creature	3	2000	Common
Storm Shell	1	Nature	Creature	7	2000	Rare
Larba Geer, the Immaculate	2	Light	Evolution	3	5000	Uncommon
Barkwhip, the Smasher	2	Nature	Creature	2	5000	Uncommon
Elf-X	1	Nature	Creature	4	2000	Rare

water starter deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Aqua Hulus	4	Water	Creature	3	2000	Common
Aqua Knight	2	Water	Creature	5	4000	Rare
Aqua Soldier	4	Water	Creature	3	1000	Uncommon
Aqua Vehicle	4	Water	Creature	2	1000	Common
Brain Serum	2	Water	Spell	4	—	Uncommon
Candy Drop	2	Water	Creature	3	1000	Common
Hunter Fish	4	Water	Creature	2	3000	Common
Marine Flower	4	Water	Creature	1	2000	Common
Phantom Fish	3	Water	Creature	3	4000	Common
Revolver Fish	1	Water	Creature	4	5000	Uncommon
Spiral Gate	4	Water	Spell	2	—	Common
Unicorn Fish	2	Water	Creature	4	1000	Rare
Virtual Tripwire	2	Water	Spell	3	—	Common
Crystal Lancer	2	Water	Evolution	6	8000	Uncommon

Gameboy Advance Quick-Take Walkthrough

kindleton's special fire deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Brawler Zylar	4	Fire	Creature	2	1000	Common
Chaos Strike	3	Fire	Spell	2	—	Rare
Crimson Hammer	4	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Explosive Fighter Ucaru	1	Fire	Creature	5	9000	Rare
Fatal Attacker Horvath	4	Fire	Creature	3	2000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Magma Gazer	4	Fire	Spell	3	—	Rare
Rothus, the Traveler	4	Fire	Creature	4	4000	Rare
Tornado Flame	4	Fire	Spell	5	—	Uncommon
Armored Cannon Balbaro	4	Fire	Evolution	3	3000	Uncommon

mikoku's special fire deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Artisan Picora	2	Fire	Creature	1	2000	Common
Brawler Zylar	4	Fire	Creature	2	1000	Common
Crimson Hammer	2	Fire	Spell	2	—	Common
Deadly Fighter Braid Claw	4	Fire	Creature	1	1000	Common
Immortal Baron, Vorg	4	Fire	Creature	2	2000	Common
Magma Gazer	2	Fire	Spell	3	—	Rare
Rothus, the Traveler	4	Fire	Creature	4	4000	Rare
Tornado Flame	4	Fire	Spell	5	—	Uncommon
Armored Blaster Valdios	1	Fire	Evolution	4	6000	Super Rare
Armored Cannon Balbaro	2	Fire	Evolution	3	3000	Uncommon
Bolzard Dragon	1	Fire	Creature	6	5000	Very Rare
Metalwing Skyterror	2	Fire	Creature	7	6000	Very Rare
Baby Zoppe	4	Fire	Creature	3	2000	Common
Blaze Cannon	4	Fire	Spell	7	—	Rare
Volcanic Arrows	2	Fire	Creature	2	—	Common



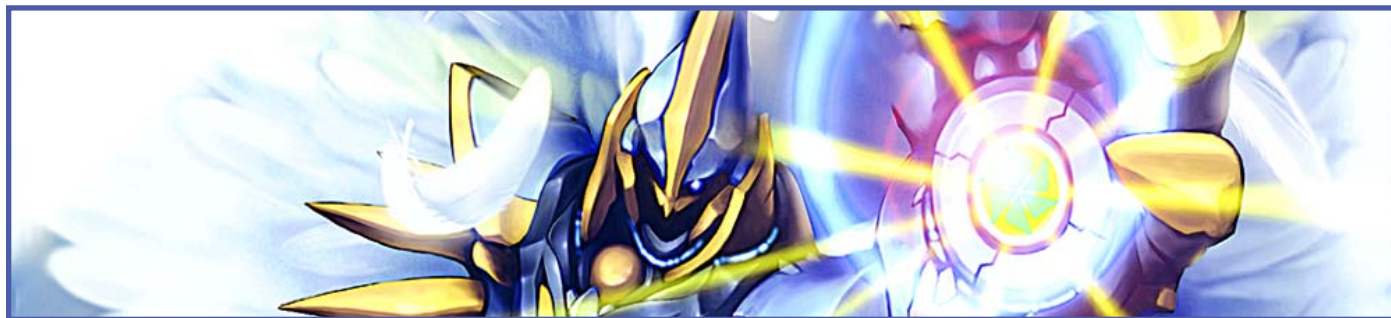
PRIMA OFFICIAL GAME GUIDE

woodland's special nature deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Dia Nork, Moonlight Guardian	1	Light	Creature	4	5000	Rare
Emerald Grass	2	Light	Creature	2	3000	Common
Holy Awe	1	Light	Spell	6	—	Rare
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Miele, Vizier of Lightning	4	Light	Creature	3	1000	Common
Szubs Kin, Twilight Guardian	1	Light	Creature	5	6000	Rare
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Burning Mane	4	Nature	Creature	2	2000	Common
Dimension Gate	4	Nature	Spell	3	—	Common
Golden Wing Striker	4	Nature	Creature	3	2000	Common
Steel Smasher	4	Nature	Creature	2	3000	Common
Larba Geer, the Immaculate	2	Light	Evolution	3	5000	Uncommon
Barkwhip, the Smasher	4	Nature	Evolution	2	5000	Uncommon
Elf-X	1	Nature	Creature	4	2000	Rare

mimi's nature deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Dark Reversal	2	Darkness	Spell	2	—	Uncommon
Death Smoke	4	Darkness	Spell	4	—	Common
Terror Pit	4	Darkness	Spell	6	—	Rare
Bronze-Arm Tribe	4	Nature	Creature	3	1000	Common
Burning Mane	4	Nature	Creature	2	2000	Common
Natural Snare	2	Nature	Spell	6	—	Rare
Steel Smasher	4	Nature	Creature	2	3000	Common
Thorny Mandra	1	Nature	Creature	5	4000	Very Rare
Fighter Dual Fang	1	Nature	Evolution	6	8000	Super Rare
Barkwhip, the Smasher	4	Nature	Evolution	2	5000	Uncommon
Elf-X	2	Nature	Creature	4	2000	Rare
Mana Nexus	4	Nature	Spell	4	—	Uncommon
Torcon	4	Nature	Creature	2	1000	Common





sogville's special water deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Aqua Hulcus	4	Water	Creature	3	2000	Common
Aqua Knight	1	Water	Creature	5	4000	Rare
Aqua Soldier	4	Water	Creature	3	1000	Uncommon
Aqua Vehicle	4	Water	Creature	2	1000	Common
Brain Serum	2	Water	Spell	4	—	Uncommon
Crystal Memory	2	Water	Spell	4	—	Rare
Hunter Fish	4	Water	Creature	2	3000	Common
Marine Flower	4	Water	Creature	1	2000	Common
Phantom Fish	3	Water	Creature	3	4000	Common
Revolver Fish	3	Water	Creature	4	5000	Uncommon
Spiral Gate	4	Water	Spell	2	—	Common
Teleportation	1	Water	Spell	5	—	Rare
Crystal Lancer	4	Water	Evolution	6	8000	Uncommon

george's water deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Aqua Hulcus	3	Water	Creature	3	2000	Common
Aqua Soldier	3	Water	Creature	3	1000	Uncommon
Aqua Vehicle	4	Water	Creature	2	1000	Common
Marine Flower	4	Water	Creature	1	2000	Common
Spiral Gate	4	Water	Spell	2	—	Common
Crystal Paladin	1	Water	Evolution	4	5000	Super Rare
Crystal Lancer	4	Water	Evolution	6	8000	Uncommon
Angler Cluster	4	Water	Creature	3	3000	Common
Emeral	3	Water	Creature	2	1000	Common
Astral Warper	1	Water	Creature	6	5000	Very Rare
Aqua Guard	4	Water	Creature	1	2000	Common
Aqua Jolter	4	Water	Creature	3	2000	Common
Hunter Cluster	1	Water	Creature	4	1000	Uncommon



glimmerboro's special light deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Dia Nork, Moonlight Guardian	1	Light	Creature	4	5000	Rare
Emerald Grass	3	Light	Creature	2	3000	Common
Holy Awe	2	Light	Spell	6	—	Rare
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Lah, Purification Enforcer	1	Light	Creature	5	5500	Rare
Miele, Vizier of Lightning	4	Light	Creature	3	1000	Common
Moonlight Flash	3	Light	Spell	4	—	Uncommon
Reusol, the Oracle	4	Light	Creature	2	2000	Common
Senatine Jade Tree	3	Light	Creature	3	4000	Common
Solar Ray	4	Light	Spell	2	—	Common
Szubs Kin, Twilight Guardian	1	Light	Creature	5	6000	Rare
Toel, Vizier of Hope	2	Light	Creature	5	2000	Uncommon
Diamond Cutter	4	Light	Spell	5	—	Uncommon
Larba Geer, the Immaculate	4	Light	Evolution	3	5000	Uncommon

Gameboy Advance Quick-Take Walkthrough

hakuoh's light deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Urth, Purifying Elemental	1	Light	Creature	6	6000	Super Rare
Gran Gure, Space Guardian	2	Light	Creature	6	9000	Very Rare
Holy Awe	4	Light	Spell	6	—	Rare
La Ura Giga, Sky Guardian	4	Light	Creature	1	2000	Common
Senatine Jade Tree	2	Light	Creature	3	4000	Common
Larba Geer, the Immaculate	4	Light	Evolution	3	5000	
Boomerang Comet	2	Light	Spell	6	—	Uncommon
Sieg Balicula, the Intense	4	Light	Evolution	3	5000	Very Rare
Alcadeias, Lord of Spirits	1	Light	Evolution	6	125,000	Very Rare
Mist Rias, Sonic Guardian	4	Light	Creature	5	2000	Uncommon
Ouks, Vizier of Restoration	4	Light	Creature	5	1000	Rare
Sarius, Vizier of Suppression	4	Light	Creature	2	3000	Common
Whisking Whirlwind	4	Light	Spell	1	—	Common

gloomburg's special darkness deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Bloody Squito	4	Darkness	Creature	2	4000	Common
Bone Spider	4	Darkness	Creature	3	5000	Uncommon
Dark Clown	1	Darkness	Creature	4	6000	Rare
Dark Reversal	2	Darkness	Spell	2	—	Uncommon
Death Smoke	4	Darkness	Spell	4	—	Common
Ghost Touch	4	Darkness	Spell	2	—	Common
Masked Horror, Shadow of Scorn	1	Darkness	Creature	5	1000	Uncommon
Stinger Worm	2	Darkness	Creature	3	5000	Uncommon
Swamp Worm	4	Darkness	Creature	7	2000	Uncommon
Terror Pit	2	Darkness	Spell	6	—	Rare
Wandering Braineater	4	Darkness	Creature	2	2000	Common
Chaos Worm	4	Darkness	Evolution	5	5000	Uncommon
Horrid Worm	4	Darkness	Creature	3	2000	Uncommon

kokujo's darkness deck

CARD NAME	NO. IN DECK	CIVILIZATION	TYPE	COST	POWER	RARITY
Bloody Squito	4	Darkness	Creature	2	4000	Common
Death Smoke	4	Darkness	Spell	4	—	Common
Swamp Worm	3	Darkness	Creature	7	2000	Uncommon
Terror Pit	4	Darkness	Spell	6	—	Rare
Wandering Braineater	3	Darkness	Creature	2	2000	Common
Chaos Worm	3	Darkness	Evolution	5	5000	Uncommon
Horrid Worm	4	Darkness	Creature	3	2000	Uncommon
Ballom, Master of Death	1	Darkness	Evolution	8	12,000	Super Rare
Gregorian Worm	4	Darkness	Creature	4	3000	Common
Locomotiver	2	Darkness	Creature	4	1000	Uncommon
Photocide, Lord of the Wastes	4	Darkness	Creature	5	9000	Rare
Shadow Moon, Cursed Shade	4	Darkness	Creature	4	3000	Common



DUEL MASTERS CARD GUIDE

自然水火光闇

This section lists every card in the game. The cards are categorized alphabetically under their respective civilizations. We describe each card, detailing why it's important (or not as important) to your decks. We've also created a star ranking (one to five) system that shows you how powerful the card is in the game. Finally, you will also find the expansion or set of which each card is a part.

Reading Your Cards

Each *Duel Masters* card has the same layout, so once you know how to read a card, you can easily figure out all the crucial information. The top left number is how much the card costs to use. The card name runs along the top, with the creature's race below that.

Below the picture, a small tag on the left tells you whether the card is a creature or a spell. The card description tells you what the card can do, and may include keywords like *double breaker* and *blocker* to note special abilities, which are described in Chapter 3.

In the bottom left corner, a creature's power level is shown; this helps determine who will win in a battle.

Mana Cost

6

Alcadeias, Lord of Spirits

ANGEL COMMAND



Illus. Geki



EVOLUTION CREATURE

- Evolution—Put on one of your Angel Commands.
- Double breaker (This creature breaks 2 shields.)
- Players can't cast spells other than light spells.

"We have watched and we have waited. Now we act."

12500



©2004 Wizards of the Coast/Shogakukan/Mitsui-Kids

Card Name

Creature Race

Card Type

Card Description

Power Level

Note

All 300 cards available in *Duel Masters: Kaijudo Showdown* for the Gameboy® Advance. Cards Marked "PS2 Also" are also available in *Duel Masters* for the Playstation®2.

The Rankings

Because every card in *Duel Masters* has different costs and different powers, some cards are better than others. Some cards also have restrictions that make them really good in one situation and not so good in another.

To help you decide which cards will best fit in your deck, we've created a ranking system from one star to five stars. One-star cards are the weakest, five-star cards are the strongest and should go in any deck, and cards in-between can make a deck if it fits your needs. Here's what the rankings stand for:

● Weak

Avoid this card unless you need it for a specific purpose in your deck.

●● Below Average

You can put this card into your deck, but there is a better card out there.

●●● Average

These cards will fit in your deck nicely, though depending on space, you may not be able to include them all.

●●●● Great

If you like what this card offers, you should put it in your deck.

●●●●● The Best

All of these cards go in decks belonging to that civilization. There is rarely an excuse for not including a five-star card.

darkness civilization



Amber Piercer

Ranking ●●●●

Evo-Crushinators of Doom

The Amber Piercer has a good ability: Each turn that it attacks, it can bring a creature back from your graveyard to your hand. You may not get a chance to attack as many times as you like with its 2000-power body. If it was one mana cheaper to cast or 1000 power more, it would be incredible. As it stands, it's powerful but vulnerable.



Black Feather, Shadow of Rage

Ranking ●●●

Base Set

A 3000-power creature for one mana sounds like a great bargain. Unfortunately, you must destroy one of your creatures when Black Feather enters the battle zone, which slows you down and serves as a free destruction spell for your opponent. It should go only in decks that have weaker creatures that you can sacrifice.



Ballom, Master of Death

Ranking ●●●●●●

Shadowclash of Blinding Night

This super rare, super expensive card is definitely worth putting in your deck. Though it costs eight mana to evolve one of your Demon Command to Ballom, Master of Death, you will almost always win the duel either in the same turn you summon this card or shortly thereafter. Not only is this a double breaker, it also destroys all non-Darkness creatures in the battle zone. If you are against a non-Darkness deck, this will clear out all opposing creatures.



Bloody Squito

Ranking ●●●●

Base Set (PS2 Also)

Darkness doesn't have many blockers, and it certainly doesn't have many cheap blockers. For two mana, you get a 4000-power body that can block for you. It disappears after a single battle, but if you consider it as a destruction spell that destroys one of your opponent's creatures, you can't complain about the price.



Baraga, Blade of Gloom

Ranking ●●●

Rampage of the Super Warriors

A 4000-power creature for four mana is an even trade. However, it does cost you a shield to put Baraga, Blade of Gloom into the battle zone. While you do get to put the shield card into your hand, Darkness' lack of good blockers usually means you need to watch your shields. If you choose to have this card in your deck, only include one or two.



Bone Assassin, the Ripper

Ranking ●●●●

Base Set (PS2 Also)

One of the few slayer creatures, the Bone Assassin finds its way into many Darkness decks. It's reasonably priced for its ability to destroy any creature in a one-on-one battle. Though small with a 2000-power frame, it can destroy your opponent's shield after you clear the way with other destruction spells.

Duel Masters Card Guide



Bone Piercer

Ranking ●●●●

Rampage of the Super Warriors

This card is not that bad. While you only get a 1000-power attack for a cost of two mana, you do get to return a creature from your mana zone into your hand when the Bone Piercer goes to the graveyard. This can be a good card to have in your deck since it is relatively cheap and it allows you to throw high mana creature cards into your mana zone early in the duel and then get them back into your hand.



Chaos Worm

Ranking ●●●●●

Evo-Crushinators of Doom

The Chaos Worm is 5000-power creature that destroys one of your opponent's creatures when it enters the battle zone. The Chaos Worm's drawback is that it's an Evolution Creature that can be played only on parasite worms. If you have a slew of worms in your deck, this becomes a five-star card. Otherwise, it might see limited duty.



Bone Spider

Ranking ●●●

Base Set (PS2 Also)

5000-power for three mana is a great deal; however, as soon as the Bone Spider wins a battle, you must destroy it. Look at it as a one-shot destruction spell; if you can hit your opponent a couple times when the coast is clear, so much the better.



Creeping Plague

Ranking ●●●●

Base Set

The slayer ability is a huge advantage, especially when you trade one of your 1000-power creatures for your opponent's 8000 creature. Creeping Plague turns *all* your creatures into slayers for the turn. You'll either destroy a whole mess of enemy creatures, or your opponent will be too scared to block, and you'll destroy a bunch of his shields.



Chains of Sacrifice

Ranking ●●●

Shadowclash of Blinding Night

At eight mana, this is a very expensive spell that you will probably not get to use in most duels. While it does destroy two opposing creatures, you must also lose one of your creatures. However, if you can afford the cost, it can destroy two pesky, high power blockers or other creatures, opening up your opponent for attacks.



Critical Blade

Ranking ●●●●●

Evo-Crushinators of Doom

This card costs two mana for a spell that can destroy a 9000-power creature. Even better, Critical Blade has a spell trigger, which means you might be able to use it for free. You can really set your opponent up with Critical Blade—when he attacks, he's confident that his blocker will save the day on your turn. You know better than that.



darkness civilization



Dark Clown

Ranking ●●

Base Set

Sometimes you are desperate for blockers while building Darkness decks. Desperate enough to use the Dark Clown, though? There are much better choices than a 6000-power creature that costs four mana and goes to the graveyard after a single block. The fact that it can't attack drops it into the "below average" category.



Darkpact

Ranking ●●

Shadowclash of Blinding Night

This card is usually not worth using during a duel, even though it is relatively cheap. It will cost you a card from your mana zone for each card you draw. Since you usually want to cast quickly with a Darkness deck, you can't afford to lose mana just to draw some more cards.



Dark Reversal

Ranking ●●●●

Base Set (PS2 Also)

The flexibility of bringing a creature back to your hand from the graveyard can be very useful. Still, you don't want to waste two mana on your turn by doing that. It's better late in the game when you have a lot of mana, but early on you won't be able to do it often. As fortune would have it, Dark Reversal has a free shield trigger, which makes it very playable.



Dark Titan Maginn

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

The Dark Titan Maginn can annoy and disarm your opponent at the same time. A 4000-power attacker isn't bad for six mana, and with his ability to force your opponent to discard when it attacks, you have a winner. While he slams away blockers or shields, he strips the next creature or destruction spell from your opponent's hand before it can destroy Dark Titan Maginn.



Dark Raven, Shadow of Grief

Ranking ●

Base Set

This card costs four mana for a 1000-power creature that can block and attack. With such a small frame, however, it won't last long on either defense or offense. There are much better cards to spend your mana on.



Deathliger, Lion of Chaos

Ranking ●●●●

Base Set (PS2 Also)

If you have a lot of mana and want a creature that can battle with the best, welcome Deathliger aboard. For seven mana, you gain a 9000-attacker that blows up two shields per turn with its double-breaker ability. There are other high-cost creatures that are better, but score a Deathliger in a win, and it makes your deck immediately.

Duel Masters Card Guide



Death Smoke

Ranking ●●●●●

Base Set (PS2 Also)

Unless a destruction spell has a high cost, it usually deals a certain amount of damage or only destroys a certain power level. Not so with Death Smoke. For only four mana, it can destroy any creature, as long as it's untapped—meaning all blockers and any creature, regardless of size, when it is cast with summoning sickness. Wow!



General Dark Fiend

Ranking ●●●

Evo-Crushinators of Doom

As tempting as a 6000-power attacker for five mana may be, avoid using the General Dark Fiend in most of your decks. In a speed deck, she may work because you're racing to destroy your opponent's shields before yours can be destroyed. She destroys one of your shields each attack, so use her sparingly unless you know you're safe from enemy attack.



Eldritch Poison

Ranking ●

Rampage of the Super Warriors

This is a cheap spell and can bring a creature from your mana zone back into your hand. Bone Piercer does the same thing when it goes into the graveyard, however, for only one more mana, it can also attack. The only time this would be good in a deck is if you have lots of powerful creatures you plan on using later in the duel. Eldritch Poison allows you to use them as mana initially, and then bring them back into your hand to use when you can afford them.



Ghastly Drain

Ranking ●

Rampage of the Super Warriors

For a cost of three mana, you have the ability to take as many of your shields and put them into your hand. As Darkness, you can't afford to lose shields. Plus, it is better to use the shields to absorb attacks rather than eliminate them yourself. Pass by this card for most decks.



Gamil, Knight of Hatred

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This is a good card, especially for a Darkness deck where you may have to sacrifice some of your creatures or use weak ones to rush after shields. Whenever Gamil, Knight of Hatred attacks, you can bring one creature out of your graveyard and into your hand. Later in a duel, when your hand can be quite small, adding a creature each turn can give you an edge over your opponent. Use this with another creature that adds power to Darkness creatures and this card becomes even more useful.



Ghost Touch

Ranking ●●●

Base Set (PS2 Also)

This cheap card forces your opponent to throw away a card from his hand at random. You can use Ghost Touch to possibly remove his best creature or spell. Granted, you might also get a small blocker or spell he can't cast at the moment, but it's worth the risk. You're both losing a single card, and yours might go off for free with the shield trigger.



darkness civilization



Gigabolver

Ranking ●●●●

Shadowclash of Blinding Night

While a 3000-power attacker that costs four mana is usually not a great creature, Gigabolver's special ability is worth the cost when playing against a Light deck. Shield triggers can ruin an attack, so the ability to prevent this ability is a big bonus. However, when playing against non-Light decks, Gigabolver loses its luster.



Gigargon

Ranking ●●●●

Base Set

Eight mana for a 3000-power attacker is expensive. Gigargon can bring back two graveyard creatures to your hand, which may help you in future turns, but its expense might prevent you from ever casting Gigargon in the first place. There are many better choices once you reach the higher mana costs.



Gigaberos

Ranking ●●●●

Base Set

Destroying two of your creatures when it enters the battle zone is a steep price to pay for any creature. Luckily, Gigaberos makes up for that disadvantage with 8000 power and a double breaker. When your defense has done its job and you want to use some of those blockers for a big attacker, think about the relatively cheap Gigaberos and the damage he can do.



Gigastand

Ranking ●●●●

Evo-Crushinators of Doom

While the Shadow Skeleton doesn't usually make it into Darkness decks, Gigastand might. It's the same body—a 3000-power attacker for four mana—except Gigastand returns to your hand instead of going to the graveyard if you discard a card. Against decks with a lot of elimination, Gigastand can be the thorn in the side that fatally wounds.



Gigagiele

Ranking ●●●●

Base Set (PS2 Also)

For five mana, you want to get more than a 3000 body. How about the slayer ability? Gigagiele can destroy any creature in battle, and often his 3000-power can survive battles that his 2000-power brother, Bone Assassin, the Ripper, can't survive. He can pull double duty as a potential finisher and a destruction spell if the battle zone suddenly switches in your opponent's favor.



Giriel, Ghostly Warrior

Ranking ●●●●●●

Rampage of the Super Warriors (PS2 Also)

If you can get this super rare card, put it in your deck. While its high cost of eight mana will prevent you from casting it into the battle zone until late in a duel, its 11,000-power and double breaker ability make it unstoppable and a duel winner. The only problem is the high cost. In some duels, you may not get enough mana in your mana zone to bring it out.

Duel Masters Card Guide



Gray Balloon, Shadow of Greed

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

Darkness has a limited amount of good blockers, and the Gray Balloon, Shadow of Greed is the best of the bunch. For three mana, you get an impressive 3000-power blocker that can't attack players, but can attack creatures. All those speed decks that rely on 1000 and 2000-power attackers are shut down with a single Gray Balloon. Stockpile these if your deck needs defense.



Hang Worm, Fetid Larva

Ranking ●●●●

Rampage of the Super Warriors

For five mana, you can usually do better than a 4000-power attacker with no special abilities. However, if this is all you have in the mid-power range, go for it.



Gregoria, Princess of War

Ranking ●●●●

Shadowclash of Blinding Night

This can be a great card to include in a Darkness deck—as long as you have Demon Command creatures as well. Gregoria, Princess of War gives +2000 power to each Demon Command in the battle zone and also allows them to act as blockers. If you don't have any Demon Command creatures, you are better off with another mid-power range creature.



Horrid Worm

Ranking ●●●●

Evo-Crushinators of Doom

One of Darkness' best low-cost creatures, the 2000-power Horrid Worm forces a discard from your opponent each turn. Because it costs only three mana, you can possibly trigger this a few times early in the game before the enemy defense gets set up. Later in the game, the Horrid Worm can be a target for your Chaos Worm evolution upgrade.



Gregorian Worm

Ranking ●●●●

Shadowclash of Blinding Night (PS2 Also)

This four mana, 3000-power attacker is not a bad deal since there is a chance it will be one of your shields and can use its shield trigger ability to drop into your battle zone when hit by an opposing creature. The cost of this creature makes it a toss up.



Jack Viper, Shadow of Doom

Ranking ●●●●

Rampage of the Super Warriors (PS2 Also)

This very rare card is a must for your deck. Make sure you have other ghosts in your deck so you can use this Evolution Creature. Not only do you get a 4000-power attacker for only three mana, its ability to put Darkness creatures into your hand instead of the graveyard when they lose a battle keeps your hand full of creatures with which you can go after your opponent's shields and creatures. A sacrifice doesn't hurt so bad when you can put the creature back into the battle zone during the next turn.



PRIMA OFFICIAL GAME GUIDE

darkness civilization



Locomotiver

Ranking ●●

Shadowclash of Blinding Night
(PS2 Also)

This card has a couple of special abilities. First, when you cast it into the battle zone, your opponent must discard at random from his hand. Plus, Locomotiver is a shield trigger. However, at four mana for only a 1000-power attacker, the cost exceeds its abilities.



Masked Horror, Shadow of Scorn

Ranking ●●

Base Set

Unless you have a deck dedicated solely to the discard strategy, the Masked Horror should sit on the bench and cheer on the team from the sidelines. It's way too expensive for a 1000-power creature. At five mana, you have access to better abilities than a random discard directed at your opponent. Steer clear of the Masked Horror unless you're limited on cards.



Lost Soul

Ranking ●●●

Evo-Crushinators of Doom (PS2 Also)

Lost Soul is a powerful effect. There are certain times during a game when it could be a game winner. However, it costs seven mana. By the time you reach that mark, many enemy decks will be out of cards or only down to one or two. In times like that, it's better to have a really good creature or destruction spell.



Mongrel Man

Ranking ●●●●

Shadowclash of Blinding Night

Five mana for a 2000-point attacker? That is not a very good deal. However, Mongrel Man does allow you to draw a card anytime a creature is destroyed. This can be good for a fast deck when you may be using weaker creatures and need to put out replacements as quickly as possible.



Marrow Ooze, the Twister

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

It won't win a blocking fight, and it dies when you attack once. Still, the Marrow Ooze costs just one mana, which makes it a bargain. In certain decks where you want to hit an enemy shield early—and later serve as a one-shot blocker to slow down the enemy threat—Marrow Ooze can fit in your deck's mana curve nicely.



Mudman

Ranking ●●●●

Rampage of the Super Warriors

If you are playing an all-Darkness deck, this creature acts as a 4000-power attacker for only four mana. That is a fair cost. However, keep this card out of decks with more than one civilization.

Duel Masters Card Guide



Night Master, Shadow of Decay

Ranking

Base Set

Another creature in the expensive department, but at least you gain a 3000 blocker and attacker when you pay for the Night Master. The luxury of blocking might be enough to try the Night Master in certain decks, though the high cost might prevent you from getting it out as you cast better spells ahead of it when you finally have the chance.



Purple Piercer

Ranking

Shadowclash of Blinding Night

This is a fairly good creature that becomes excellent when dueling against a Light deck. While it only has a power of 2000, in duels against Light it is untouchable. Its special abilities prevent Light creatures from blocking or attacking the Purple Piercer. At only three mana, load up on this card for duels against decks containing Light cards.



Photocide, Lord of the Wastes

Ranking

Shadowclash of Blinding Night (PS2 Also)

This is a powerful Darkness creature that should be in most Darkness decks. At a cost of five mana, you get a 9000-power creature. It cannot attack players, though it can go after untapped Light creatures. If dueling against a Light deck, Photocide, Lords of the Wastes is a must and you should have as many as you can in the deck. They can take out just about any Light blocker and make sure any other creatures don't destroy your shields a second time. Since Darkness has some great Demon Command evolutions, this creature can be evolved into something with the ability to attack the other player later in the duel.



Scratchclaw

Ranking

Rampage of the Super Warriors (PS2 Also)

Whether to include this card in a deck is a toss up since you only get a 1000-power attacker for four mana. However, you can add another 1000-power for each additional Darkness creature you have in the battle zone. Don't add this card to decks where Darkness is combined with another civilization. In all Darkness decks, you still need three other creatures in the battle zone to make this creature worth the cost. One good point is that, as a slayer, this card will eliminate the creature it attacks or is attacked by even if Scratchclaw is defeated.



Poison Worm

Ranking

Evo-Crusherators of Doom

You gotta love a 4000 body for four mana. But that 4000 body destroys one of your other 3000-power or less creatures, so don't cast it when you have a small creature in the battle zone. You can play the Poison Worm by itself or when there are only 4000-power or higher creatures on your side and you suffer zero drawbacks.



Shadow Moon, Cursed Shade

Ranking

Shadowclash of Blinding Night (PS2 Also)

For Darkness decks, this is another must-have. Though you pay four mana for a 3000-power attacker, this card increases the power of all Darkness creatures in the battle zone by 2000. While this will also help your opponent's Darkness creatures, against any other Civilization, this can be a great advantage. The more Shadow Moon, Cursed Shades you can get into the battle zone, the better. A couple of these in the battle zone will increase the power of each to 5000 and increase other Darkness creatures by 4000!

darkness civilization



Skeleton Soldier, The Defiled

Ranking

Base Set (PS2 Also)

The Skeleton Soldier is very plain. For four mana, you get a 3000 body with no special abilities. Depending on your deck's mana curve, you may put the Skeleton Soldier in to fill up some creature slots. Early in your dueling career, you can stock up on them since they're decent creatures to throw into the battle zone.



Skeleton Thief, the Revealer

Ranking

Shadowclash of Blinding Night (PS2 Also)

Unless you have a lot of Living Dead creatures in your deck, skip this card altogether. Though it allows you to return a Living Dead creature to your hand from your graveyard when it is put into the battle zone, the cost of four mana for a 2000-power attacker is a bit steep for an ability you will rarely use.



Soul Gulp

Ranking

Shadowclash of Blinding Night

This spell is only useful against Light or partially Light decks. For four mana, you can force an opponent to discard one card in his or her hand for each Light Creature he or she has in the battle zone. Include a couple of these if you know you are going up against a Light deck. Otherwise, leave them out of your deck since they are worthless against any other civilization.



Snake Attack

Ranking

Rampage of the Super Warriors (PS2 Also)

This is a card you will want to use to end a duel quickly. Its cost of four mana is not bad because it gives all of your creatures the double breaker ability. However, it does cost one of your shields, so be sure you can clear out a lot of shields and possibly go for the win. Throw a couple of these in most decks containing Darkness since it affects creatures from all civilizations.



Stinger Worm

Ranking

Base Set

The Stinger Worm eats one of your creatures to arrive on the battle zone as a 5000-power attacker. You slow yourself down by destroying a fellow creature, but a 5000 attacker can be formidable and may be worth the penalty.



Swamp Worm

Ranking

Base Set

The Swamp Worm holds one of the best creature abilities in Darkness: it destroys any enemy creature that enters the battle zone. The drawbacks? Your opponent gets to choose the destroyed creature, so you may not score the one you want. The Swamp Worm costs seven mana, and you only get a 2000-power attacker. If you have limited destruction spells, include the Worm.

Duel Masters Card Guide



Terror Pit

Ranking ●●●●●

Base Set (PS2 Also)

Without a doubt, Terror Pit is *the* best destruction spell in the game. It costs six mana, but it also has a shield trigger, which means you can cast it for free. Don't underestimate the power of being able to destroy any enemy creature. When a fearsome double breaker is breathing down your neck or a giant blocker prevents your entire team from charging in, Terror Pit takes care of your needs.



Vampire Silphy

Ranking ●●●●

Base Set (PS2 Also)

This Dark Lord is a little difficult to qualify. It costs eight mana for a 4000 attacker, which isn't a good deal. When it is cast, you destroy all creatures of 3000 or less power. It could be huge if that is all your opponent has, or it could wipe out creatures on your side. When cast correctly, it can have a huge effect on the game.



Trox, General of Destruction

Ranking ●●●●●

Shadowclash of Blinding Night

This very rare card is a good deal. At the cost of seven mana, you get a 6000-power attacker that is also a double breaker. In addition, when you put Trox, General of Destruction into the battle zone, your opponent must discard a card for each additional Darkness creature you have in the battle zone. Even without this special ability, this card is a good deal.



Volcano Smog, Deceptive Shade

Ranking ●●●●●

Shadowclash of Blinding Night

This is another creature that is very effective against Light decks. Though it costs six mana to put this 5000-power creature into the battle zone, it makes all Light creatures and spells cost two additional mana to play. Once you can get this out, it will really slow down an opposing Light deck.



Ultracide Worm

Ranking ●●●●

Evo-Crushinators of Doom

If you want the biggest creature, you want to play the Ultracide Worm. For six mana, you receive an 11,000-power attacker with a double breaker. That would be an incredible deal if the Ultracide Worm wasn't an Evolution Creature. As it stands, you must play it over a parasite worm, which means it only goes into certain decks.



Wailing Shadow Belbetphlo

Ranking ●●●●

Rampage of the Super Warriors (PS2 Also)

This creature is a slayer. However, with only a 1000-power attack, it can't beat a creature in battle. As a result, it will act more like an elimination card. For the price, use a Darkness blocker that can protect your shields—often for a lower mana cost.



darkness civilization

fire civilization



Wandering Braineater

Ranking ●●●●

Base Set

For two mana, you gain a 2000-power blocker. Normally, that's an average trade, but in Darkness, where blockers are limited, you'll find yourself going back to it more and more against speedy decks. If your deck has trouble losing too many shields early before you can get control with your high-cost creatures and spells, look to this "lowly" blocker as some needed defense.



Armored Blaster Valdios

Ranking ●●●●●

Evo-Crushinators of Doom

If you've got humans, you want Valdios. For four mana, Valdios evolves one of your humans to a 6000 attacker and grants a +1000 bonus to all your other humans. It also hits with double breaker. Single-handedly, Valdios can win wars for you.



Writhing Bone Ghoul

Ranking ●●●●

Base Set (PS2 Also)

Writhing Bone Ghoul is another average creature compared to the other civilizations. However, Darkness lacks speed and the Writhing Bone Ghoul has that going for it. At two mana, you get a 2000 attacker that can start the aggressions early. It works only in speedy decks or fills out your creature base if you have several other expensive cards, but you should consider it.



Armored Cannon Balbaro

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

One of your humans is going to be happy when you summon this Evolution Creature. For three mana, your human pumps up to 3000-power and gains +2000 power attacker for every other human in the battle zone. It's good, but as far as Evolution Creatures go, it's not on the top end of the power level.

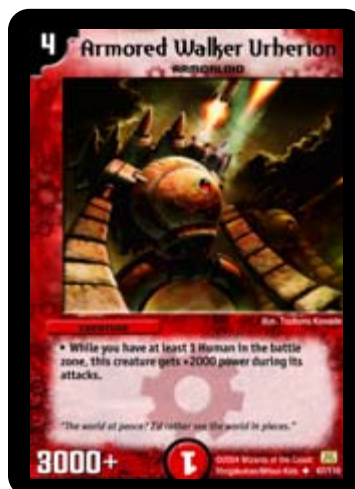


Zagaan, Knight of Darkness

Ranking ●●●●●

Base Set (PS2 Also)

For a finisher, Zagaan has the goods. Tap six mana and you summon a 7000-power attacker with a double breaker. That 7000 power is nothing to sneeze at, and he costs less than your other big finishing creatures that usually top seven or eight mana. Almost any Darkness deck will want to run every copy they find of this Demon Command creature.



Armored Walker Urherion

Ranking ●●●●

Base Set

With another human card in the battle zone, the Armored Walker essentially gains +2000 power attacker and leaps into the fray as a 5000-power attacker. Other than that, it's a standard 3000-power creature for four mana, and there are enough of those running around.

Duel Masters Card Guide



Armored Warrior Quelos

Ranking ●●●●●

Rampage of the Super Warriors

If you have an all-Fire deck and are playing against an opponent with a non-Fire deck, this creature can be quite effective. While it only has 2000-power, it costs five mana. In return, each time Armored Warrior Quelos attacks, each player must remove a non-Fire mana from his or her mana zone. If you have only Fire mana, you do not lose any. The problem is that a 2000-power attacker will not last very long unless you can get it out before your opponent summons any more powerful creatures into the battle zone.



Baby Zoppe

Ranking ●●●●●

Rampage of the Super Warriors

For all-Fire decks, this card is a must. Put in four of them if you have them. While at first glance, a 2000-power attacker for three mana does not look good, Baby Zoppe exceeds its price with its ability. As long as you have only Fire mana in your mana zone, its power is increased to 4000, making it a steal. However, for combination decks, pick another creature instead.



Artisan Picora

Ranking ●●●●●

Base Set

In a speed deck that wants to punch out enemy shields as fast as possible, this creature is solid gold. Its drawback of destroying a mana when it is summoned can harm you, so be careful that the Picora goes into the right type of deck. A 2000-power for one mana offers some explosive early game potential.



Blasto, Explosive Soldier

Ranking ●●●●●

Shadowclash of Blinding Night

This creature is intended for combination Fire and Darkness decks. At three mana, it has a 2000-power attack. However, if you have a Darkness creature in the battle zone, its power is increased to 4000. For this type of deck, be sure to include this card. However, for any other deck, there are better cards to include.



Astrocomet Dragon

Ranking ●●●●●

Base Set (PS2 Also)

On the attack, the Astrocomet Dragon can reach 10,000-power. Coupled with double breaker, you can drive your opponent crazy with this single dragon if you can cast it. At seven mana, you may not see it as often as you like, and the dragon is always one Darkness destruction spell from the graveyard. It's a lot of expense for one of the big boys.



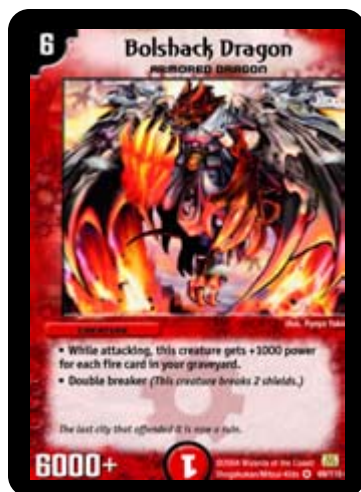
Blaze Cannon

Ranking ●●●●●

Rampage of the Super Warriors

This card can only be used if all the cards in your mana zone are Fire. If you are using a combo deck, forget this card. However, if you have all fire, this card can be a winner. For seven mana, all of your creatures get +4000-power attacker and double breaker ability. With several creatures in your battle zone, this will cut through any blockers and wipe out your opponent's shields in a single turn.

fire civilization



Bolsback Dragon

Ranking ●●●●●●

Base Set (PS2 Also)

This dragon starts out as a 6000-power attacker for six mana. For each Fire card in your graveyard, it gains +1000 on the attack. Plus, it has double breaker to spoil two of your opponent's shields with each swing. Its only downside is a six-mana cost that doesn't fit into speed decks, which Fire players have a tendency to build.



Bombersaur

Ranking ●●●●●

Evo-Crushinators of Doom

Do you destroy this creature or not? That's the dilemma your opponent will be in when the 5000-power Bombersaur hits the battle zone. When it goes to the graveyard, both players lose two mana cards. It could cripple your opponent, but it could also hurt you, so be careful when you play this beast. You only want it out when you don't have expensive spells ready to go.



Boltail Dragon

Ranking ●●●●●●●

Rampage of the Super Warriors

For seven mana, you can put a 9000-power creature with double breaker into your battle zone. With no Fire Civilization only requirements, this card should be in all of your decks containing Fire cards.



Brawler Zyler

Ranking ●●●●●

Base Set (PS2 Also)

This is a 1000-point attacker for two mana. However, it's a power attack +2000, so it really becomes a 3000-power attacker for two mana. Now that's a good price. In speed decks, the Brawler can fit into a two-mana slot and beat out other 2000-power for two mana creatures on the attack.



Bolzard Dragon

Ranking ●●●●●●

Evo-Crushinators of Doom

Each turn this dragon attacks, your opponent loses a mana card to his graveyard. Your opponent must then deal with a 5000-power attacker, and he has to rebuild mana to make up for his dwindling pool of resource cards. If the Bolzard Dragon stays out for long, it's game over. Well worth the six-mana cost on this bad boy.



Burning Power

Ranking ●●●

Base Set (PS2 Also)

For one mana, Burning Power turns one of your creatures into a +2000-power attacker for the turn. That's not bad, but you probably don't want to use up a card doing that when so many Fire creatures already have a built-in power attacker ability—unless you have a special deck that needs that extra oomph to destroy those last enemy shields.

Duel Masters Card Guide

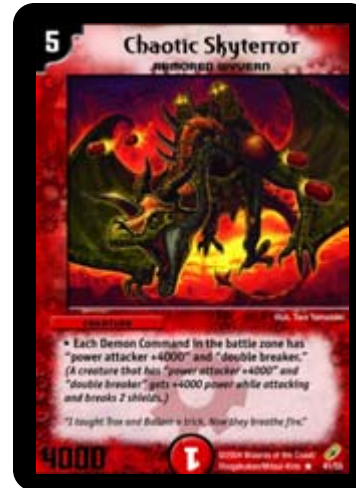


Burst Shot

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

The spell that can single-handedly slay speed decks, Burst Shot can be an impressive weapon in almost any Fire deck. It's expensive at six mana, but it destroys all 2000 or less powered creatures and has a spell trigger. Unfortunately, Fire runs several 2000 or less power creatures, which could mean heavy damage to your team as well.



Chaotic Skyterror

Ranking ●●●●●

Shadowclash of Blinding Night

This is a great card for your deck if you have a Fire-Darkness deck with Demon Command creatures in it. For five mana, you get a 4000-power creature. Each Demon Command creature gets +4000-power attacker and double breaker. Because of this, you may want to create a deck to take advantage of this ability.



Cavalry General Curatops

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

Another creature for attacking untapped creatures, the General doesn't last long on the attack since he has only 2000 power. For three mana, though, the flexibility of either attacking your opponent's shields or attacking any enemy creature can be worth it. If you want a little more defense in your Fire deck, think about the General.

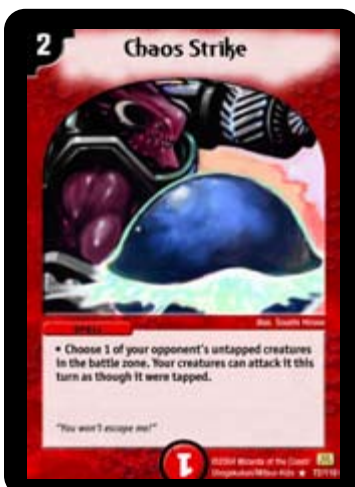


Crimson Hammer

Ranking ●●●●●

Base Set (PS2 Also)

Every Fire deck wants to run four copies of this common destruction spell. Against speed decks, it's essential to have a means of destroying an early attacker, and later in the game you can always use a Crimson Hammer to get rid of a defensive creature. Unless you know your opponent only carries giant creatures, stock up on one of Fire's staple destruction cards.



Chaos Strike

Ranking ●●●●●

Base Set

There are a couple of disadvantages to this card. In Fire, it's a passive card, meaning you must hold it in your hand and can only use it when the right situation occurs, like when you have a creature out big enough to destroy one of your opponent's untapped creatures. Also, Fire has many more effective ways of dealing with creatures.



Deadly Fighter Braid Claw

Ranking ●●●●●

Base Set (PS2 Also)

Joining his fellow speedsters, the Deadly Fighter comes out hitting fast. For one mana you get a 1000-power attacker that must attack each turn. If you can destroy your opponent quickly, then it's very good. Once a blocker hits, the Deadly Fighter might be dead itself, since it may be forced to attack regardless.



fire civilization



Doboulgyser, Giant Rock Beast

Ranking ●●●●●

Shadowclash of Blinding Night

If you have other Rock Beasts in your deck, be sure to include this Evolution Creature. For six mana, you get an 8000-power creature that is a double breaker. Furthermore, when you summon this creature into the battlezone, you can destroy an opposing creature of 3000-power or less. This is a good deal, if you have a deck which can use these abilities.



Engineer Kipo

Ranking ●●●●●

Evo-Crushinators of Doom

Here's another double-edged creature. Engineer Kipo comes out of the gates quickly with 2000-power for two mana; however, when he goes to the graveyard, both players lose a mana. Most of the time, this helps you because it slows your opponent down, and you already have at least one creature in play. The times it works against you can destroy your strategy, though.



Dogarn, the Marauder

Ranking ●●●●●

Evo-Crushinators of Doom

Dogarn can gain +2000-power attacker for every tapped creature in the battle zone. You can usually make it very big by attacking with your other creatures first and leaving it for last. However, Dogarn resorts back to its 2000 frame after the attack. You can certainly get in once with it, but how long will it last?



Explosive Dude Joe

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This is a three mana, 3000-power creature. That's it. While a decent deal, you should try to go for creatures with special abilities—even if they cost a bit more.



Draglide

Ranking ●●●●●

Base Set

Attacking every turn isn't a drawback with Draglide. With a body so big, you want to attack each turn, and you don't have to fear your opponent's counterattack so much. At 5000-power for five mana, you have a very good attacker that can finish the job in most Fire decks.



Explosive Fighter Ucaru

Ranking ●●●●●

Base Set (PS2 Also)

This ranks high as Fire's most deadly card, to both your opponent and yourself! This 9000-power creature with double breaker costs only five mana. However, you must destroy two mana when Ucaru enters the battle zone. Not much can stop it, but if your opponent does shut him down, you've slowed yourself down.

Duel Masters Card Guide



Fatal Attacker Horvath

Ranking ●●●●

Base Set

Any creature that relies on another race of creatures in the battle zone usually isn't as good as another creature of the same cost. Most of the time, you won't have that other creature race in the zone or you may, briefly, before your opponent destroys it. The Fatal Attacker stays a 2000-power attacker unless you have an armoroid present to pump it up by +2000 on the attack.



Galklife Dragon

Ranking ●●●●●

Shadowclash of Blinding Night (PS2 Also)

This is great card that becomes even better against a Light deck. For seven mana you get a 6000-power double breaker. However, when it is summoned into the battle zone, Galklife Dragon destroys all Light creatures with 4000 power or less. While a definite against Light decks, this card is also useful against other civilizations as well.



Fire Sweeper Burning Hellion

Ranking ●●●●

Base Set (PS2 Also)

The Fire Sweeper breaks the mold of the 3000-point attacker for four mana. The Sweeper also comes equipped with +2000-power attacker, so for four mana you get a 5000-power creature on the attack. There may be better creatures out there, but you can't complain about this setup in a common package.



Galsaur

Ranking ●●●●

Evo-Crushinators of Doom

As a finisher, Galsaur can be quite good. For five mana, you get a 4000 attacker who actually grows to an 8000 attacker with double breaker if it's the only creature on your side. But that's the rub. You can't have any other creatures in play to make it worthwhile, and how many times does that happen? If you're running a heavy creature deck, forget about Galsaur.



Flametropus

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This is a really good card. While a four mana, 3000-power creature with a special ability is a deal, Flametropus's ability is awesome. When it attacks, you can put one of your cards from your mana zone into your graveyard. In exchange, Flametropus gets power attacker +3000 and double breaker abilities for the turn.



Garkago Dragon

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This card is a must have. For seven mana, you get a 6000-power creature that adds 1000-power for each additional Fire creature you have in the battle zone. If that were not enough, Garkago Dragon is a double breaker that can also attack untapped creatures. Load up on this card and watch your opponents weep when it enters the battle zone.

fire civilization



Gatling Skyterror

Ranking ●●●●●

Base Set (PS2 Also)

The Skyterror has two great abilities for its seven-mana price tag. First, you get double breaker, which complements a 7000-power frame for some heavy-duty roughhousing. Second, the Skyterror can attack untapped creatures. Each turn, if you want to pile on the destruction, the Skyterror can destroy a 6000 or less creature without damage to itself.

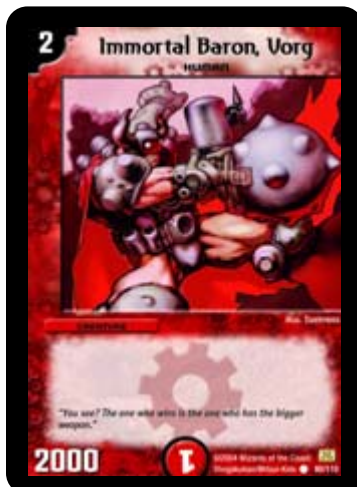


Magma Gazer

Ranking ●●●●●

Base Set (PS2 Also)

This card can destroy target blockers or blow up two of your opponent's shields. When you pump up your creature by +4000-power with Magma Gazer and give it double breaker, your opponent has no choice but to throw a blocker in the way or suffer the deadly consequences. In a deck with several smaller creatures, it's probably worth including.



Immortal Baron, Vorg

Ranking ●●●●●

Base Set (PS2 Also)

There's nothing immortal about the Immortal Baron in the battle zone—he dies fairly often with only a 2000-power body—but he's still a reasonable creature for two mana. In speed decks where you need as many cheap creatures as possible, the Immortal Baron fits in to help strike shields early and maybe trade with an enemy creature later.



Magmares

Ranking ●●●●●

Shadowclash of Blinding Night

With shield trigger ability, this five mana, 3000-power creature also destroys all creatures that have 1000-power or less, including your own. By the time you can summon this creature, most 1000-power creatures are gone or can be quickly replaced. You can usually do better with other cards in your deck.



Kamikaze, Chainsaw Warrior

Ranking ●●●●●

Shadowclash of Blinding Night

This creature offers 1000-power for the cost of two mana. However, it does have the shield trigger ability. 1000-power creatures are pretty gutless and you can get a better shield trigger creature that can actually have a chance of winning a fight. Pass this one by for most decks.



Mega Detonator

Ranking ●●●●●

Shadowclash of Blinding Night

This spell costs only two mana. However, you must also discard cards from your hand. For each card you get rid of, you can give one of your creatures in the battle zone the double breaker ability for the turn. Usually, you will only need to give this ability to a couple creatures, so the cost is fairly reasonable and it does not hurt to have one or two of these in your deck.

Duel Masters Card Guide



Metalwing Skyterror

Ranking ●●●●●

Evo-Crushinators of Doom

The ability to crush an enemy blocker free of charge each attack makes the Metalwing Skyterror a formidable attacker. Your opponent better destroy this 6000-power attacker with a spell, since very few creatures can stop it. Its seven mana edges it into the slow category, so you want this in a control deck rather than a speed deck.



Missile Boy

Ranking ●●●●●

Shadowclash of Blinding Night

This creature is only worth the cost when used against a Light deck. For three mana, you only get a 1000-power creature. However, once Missile Boy is in the battle zone, all Light creatures and spells cost an additional mana. This can slow down a Light deck a bit, and give you an advantage.



Meteosaur

Ranking ●●●●●

Base Set

It's the creature with the built-in Crimson Hammer. When the Meteosaur enters the battle zone, it destroys an enemy creature of 2000-power or less. In some decks, the Meteosaur can be a superstar. In other decks where you have several expensive spells, other cards might make the cut above it. It's a judgment call, but definitely worth considering for your Fire deck.



Murmasa, Duke of Blades

Ranking ●●●●●

Rampage of the Super Warriors

(PS2 Also)

This creature has a unique special ability. When it attacks, you may destroy one of your opponent's creatures with power of 2000 or less. As a result, you can destroy two creatures with one blow or a creature and a shield. The only problem is that at six mana, it is a bit steep for a 3000-power creature which your opponent will be going for after it attacks the first time.



Mini Titan Gett

Ranking ●●●●●

Evo-Crushinators of Doom

For two mana, you gain a 2000 attacker. Nothing special there, and it even has the disadvantage of having to attack every turn. Luckily it also has the advantage of power attacker +1000, so the Mini Titan can beef up on the attack and possibly survive an encounter or two. It's not a bad option in a speed deck heavy on creatures.



Nomad Hero Gigio

Ranking ●●●●●

Base Set (PS2 Also)

A 3000-power creature for five mana isn't that impressive. However, the Nomad Hero Gigio can attack untapped creatures, which makes it a potential defensive weapon that can destroy enemy creature after enemy creature each turn. It won't fit in most aggressive Fire decks, but a few other Fire decks might slip this rare card into the mix.



fire civilization



Onslaughter Triceps

Ranking ●●●●●

Base Set

Your momentum can go up to full throttle if you can summon the Onslaughter Triceps into the battle zone on the third turn with light resistance. For a 5000-power, it's usually worth losing a mana card when it enters the battle zone. Even in nonspeed decks, you might want the luxury of having a big attacker for low mana, even if it means kissing one of those mana goodbye.



Rumble Gate

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

It's a destruction and pump spell all in one. Rumble Gate gives all your creatures +1000 for the attack and enables them to attack untapped creatures. After the battle, most of your opponent's creatures should be destroyed. In a speed deck with lots of small creatures, Rumble Gate can power up your offense or provide defense—a nice luxury to have!



Pippie Kuppie

Ranking ●●●●●

Shadowclash of Blinding Night

This card is great if you have lots of Armored Dragons in your deck. When you have Pippie Kuppie in your battle zone, all Armored Dragons, including your opponent's, have their power increased by 1000. However, on its own, this creature is not worth the two mana you pay for only a 1000-power creature.



Scarlet Skyterror

Ranking ●●●●●

Base Set (PS2 Also)

Another creature in the whopper category, the Scarlet Skyterror costs eight mana for only a 3000 attacker. Factor in its special ability to destroy all blocker creatures and you could have a game-over card. Against certain deck types it's a great weapon, but it's always an expensive weapon, and there are usually better finishers available.



Rothus, the Traveler

Ranking ●●●●●

Base Set (PS2 Also)

Rothus is very tricky to use. A 4000-power attacker for four mana is excellent and its ability to destroy an enemy creature (even if your opponent chooses it) fits well with the Fire destruction theme. Unfortunately, you must lose a creature, too, when Rothus enters the battle zone, so you set yourself back. Timed right, Rothus can work wonders. Timed wrong, he can ruin your game.



Searing Wave

Ranking ●●●●●

Rampage of the Super Warriors

This spell will wipe out all of your opponent's creatures with power of 3000 or less. However, not only does it cost five mana, you also lose one of your shields. In a fast game where your opponent may have lots of weak creatures, this can really clear the battle zone. However, by the time you can afford to pay five mana, your opponent probably has more power creatures in the battle zone and Fire decks take a chance when they lose shields.

Duel Masters Card Guide



Snip Stryker Bullraizer

Ranking ●●●

Rampage of the Super Warriors

At first glance, a 3000-power attacker for only two mana seems like a great deal. However, Snip Stryker Bullraizer can only attack if you have more creatures in the battle zone than your opponent. For speed decks, this can be a great creature to include. However, if you opponent is also playing a speed deck, this creature may be sitting in your battle zone, unable to do anything.



Sword of Malevolent Death

Ranking ●●●●

Shadowclash of Blinding Night

This card is only useful for a combination Fire and Darkness deck. It costs four mana and gives each of your creatures +1000-power for each Darkness card in your mana zone until the end of the turn. Unless you have the above type of combo deck, don't even bother to put this card in your deck. However, a Fire-Darkness deck should include a few.



Stonesaur

Ranking ●●●●

Base Set (PS2 Also)

The Stonesaur's +2000-power attack ability saves it from dropping out of the average range. You must pay five mana for a 4000 attacker; tack on the power-attacker ability and it becomes a 6000 attacker. As with many high-cost creatures, there are better choices out there if you can get your hands on them, but it will do in a pinch.



Tornado Flame

Ranking ●●●●●

Base Set

The second of Fire's super destruction spells, the Tornado Flame destroys an enemy creature of 4000 or less power and might even do so for free. It costs a hefty five mana to cast normally, but its spell trigger could erase all that if the right shield flips over. Unless you're already packed with elimination, this goes in your Fire deck.



Super Explosive Volcanodon

Ranking ●●●

Base Set (PS2 Also)

The Volcanodon costs four mana and shoots up to a 6000 attacker with its power attacker ability, but it's too vulnerable in its normal 2000-power form. You're better off with another creature unless you don't have that many big attackers in your collection.



Überdragon Jabaha

Ranking ●●●●●●

Rampage of the Super Warriors (PS2 Also)

This Evolution Creature is awesome. For only seven mana, you get a 11,000-power attacker with double breaker ability. In addition, each of your other Fire creatures in the battle zone gets a +2000-power attacker ability. Just be sure you have armored dragons in your deck on which you can use this Evolution Creature.

light civilization



Volcanic Arrows

Ranking ●●●●

Rampage of the Super Warriors
(PS2 Also)

This is a great elimination card. Costing only two mana, you can destroy a creature in the battle zone with a power of 6000 or less. The additional cost of one of your shields makes this spell a gamble. It does not hurt to put one or two into a Fire deck. You can always use them as mana if you can't afford to lose a shield.



Aeris, Flight Elemental

Ranking ●●●●●

Shadowclash of Blinding Night
(PS2 Also)

For five mana, you get a 9000-power creature. However, it cannot attack players, only creatures. For the cost, this creature is worth the restriction. However, when playing against Darkness, this creature really shines since it can attack untapped Darkness creatures.

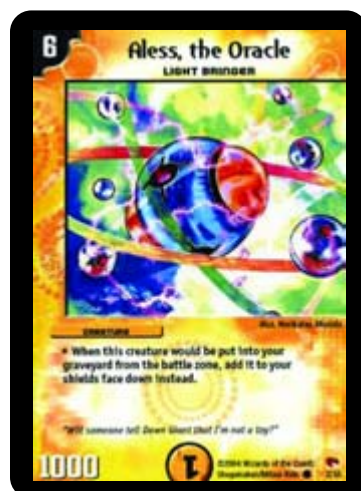


Alek, Solidarity Enforcer

Ranking ●●●●

Rampage of the Super Warriors

While the seven mana cost can be prohibitive, especially for a 4000-power creature, Alek, Solidarity Enforcer is a blocker that can still attack players. Furthermore, it gets +1000-power for each additional Light creature you have in the battle zone. In a Light deck, this can become a powerful creature that can attack as well as block.



Aless, the Oracle

Ranking ●●

Rampage of the Super Warriors
(PS2 Also)

This creature has the special ability of turning into one of your shields when it loses a fight in the battle zone. While that is great, the cost of six mana for only a 1000-power creature is too steep.



Alcadeias, Lord of Spirits

Ranking ●●●●●●

Shadowclash of Blinding Night
(PS2 Also)

This Evolution Creature give you a 12,500-power creature for only six mana. This duel winner not only has double breaker, but it also prevents players from casting any spells other than Light spells. That can be a plus for avoiding Darkness's elimination spells. Just be sure to have Angel Command creatures in your deck.



Amber Grass

Ranking ●●●

Shadowclash of Blinding Night
(PS2 Also)

Like most shield trigger creatures, Amber Grass costs a bit more than other creatures of the same power for this ability. However, if it was a blocker, it would be worth it. If you are going to use a shield trigger card, you want something that can affect your opponent's attack this turn, not just give you an attacker for next turn.

Duel Masters Card Guide



Boomerang Comet

Ranking ●●●

Rampage of the Super Warriors

This spell does a few different things. First, it is a shield trigger. When you cast Boomerang Comet, you can take a card from your mana zone and put it in your hand. The Boomerang Comet is then placed in your mana zone, taking the place of the other card. This can be a great way to bring a high-cost card you used for mana early in the duel back for use. However, at six mana, this spell is a bit steep in price unless you design your deck around it.



Dia Nork, Moonlight Guardian

Ranking ●●●●

Base Set (PS2 Also)

One of Light's many blockers, Dia Nork gets the benefit of a 5000-power body for four mana. Of course, he can only defend or attack tapped creatures, not players, so it's limited in its offensive capabilities. If you're building a defensive deck and want something to compete with the mid-range creatures, include it.

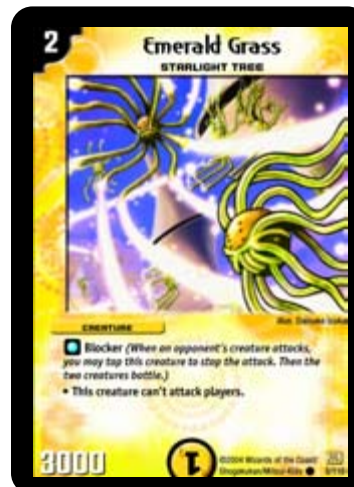


Chilias, The Oracle

Ranking ●●●●

Base Set

A slightly higher cost for a creature with 2500-power, Chilias excels in one ability: It can't die. It can prove to be trouble for Darkness and Fire decks with destruction spells, but not Light and Water decks with their big blockers that can deal with the perpetual attacker. You may want more than one of this card in a Light deck that wants to fight through Darkness and Fire spells.



Emerald Grass

Ranking ●●●●

Base Set (PS2 Also)

Emerald Grass arrives in the battle zone fairly quickly and can take care of all the smaller creatures. In defensive Light decks, you can't beat the 3000-power blocker to storm the early onslaught of a fast opponent. As with the other Light blockers, you must find your offense somewhere else and let the Emerald Grass hold the fort.

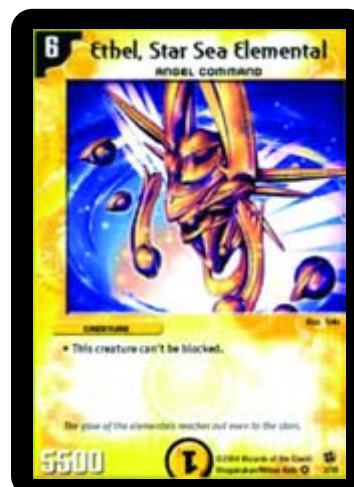


Diamond Cutter

Ranking ●●●●

Evo-Crushinators of Doom

In a blocker-heavy deck, Diamond Cutter can be a five-star card. It enables all blockers to attack for the turn, so entire defensive decks are built around the card. However, it's expensive and somewhat useless in any other type of deck, so it's doubtful you should play it unless you have some specific tricks in mind.



Ethel, Star Sea Elemental

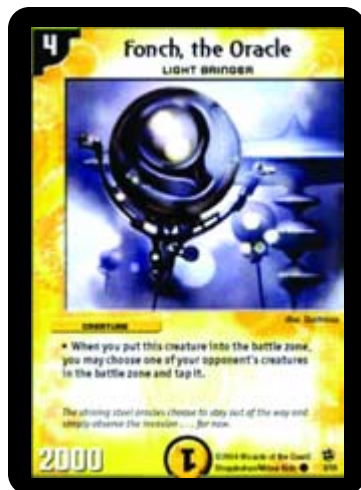
Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

Ethel can win a long game by herself. For six mana, Ethel arrives as a 5500-power attacker that can't be blocked. That means your opponent loses a shield per turn after Ethel shows up. Unfortunately, as finishers go, losing a shield per turn isn't good enough. Find another high-powered creature for the same cost if you can.



light civilization



Fonch, The Oracle

Ranking ●●

Evo-Crushinators of Doom

Like its brother, Miele, this oracle taps a creature. It can combine with another attacking creature to destroy an enemy creature, but by itself it's expensive for a 2000-power attacker. Go with the cheaper Reusol if you want a 2000-power attacker for half the price.



Full Defensor

Ranking ●●●●

Shadowclash of Blinding Night

This is a good card to have in your deck. For only two mana, all of your creatures in the battle zone have the blocker ability until the beginning of your next turn. Since it is also a shield trigger, this can stop an enemy attack by allowing all of your creatures to block. The only shortcoming with this card is that unless it is in the shields, you have to cast it a turn before your opponent attacks. Then he or she can just wait for the next turn to avoid it.



Frei, Vizier of Air

Ranking ●●●●●

Base Set (PS2 Also)

Most creatures can attack, but they run the risk of an enemy creature counterattacking on the following turn and sending them on a one-way trip to the grave. Frei avoids all that fuss with a special ability that untaps it at the end of your turn. It can counterattack a creature, then untap out of harm's way; or it can sneak attack a shield and stay safe the following turn.



Gran Gure, Space Guardian

Ranking ●●●●

Base Set

The biggest blocker in the game, this card can crush just about anything thrown your way. For six mana, you gain a 9000-power creature that can't attack players but can play pretty good defense. Because it can't damage shields without help, you only want to put it in certain decks that need a huge defender to help out with the fortifications.



Fu Reil, Seeker of Storms

Ranking ●●●●●

Shadowclash of Blinding Night

This is a great card when playing against Darkness decks. For six mana, you get a 5000-power creature that also prevents Darkness cards from using their shield trigger ability. Since Darkness has some spells with this ability that can stop your attack on your opponent's shields, having this creature in your battle zone can really help you win the duel.



Gulan Rias, Speed Guardian

Ranking ●●●●

Shadowclash of Blinding Night

If you are dueling against Darkness, this creature is a must. Since it cannot be blocked by or attacked by Darkness creatures, it is virtually unstoppable. Only a spell can destroy it. However, if you are dueling against a non-Darkness deck, go with something else since the three mana for 2000-power is too much.

Duel Masters Card Guide

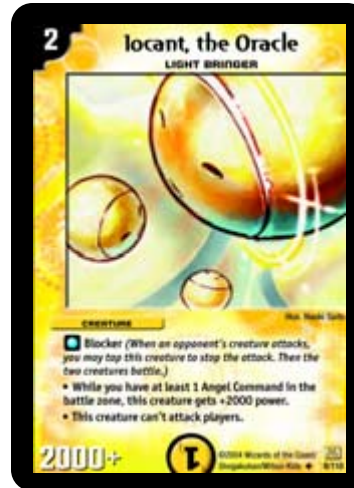


Hanusa, Radiance Elemental

Ranking ●●●●

Base Set (PS2 Also)

You can pound away with Hanusa. At a 9500-power, the elemental can wreck the battle zone, and its double breaker makes it even tougher on your opponent's shields. Seven mana makes it harder to cast, but it's not impossible and may be worth it if you need a finisher in Light.



Iocant, the Oracle

Ranking ●●●●

Base Set

With all the blockers the Light civilization has at its disposal, a 2000-power doesn't seem impressive for two mana. It does get bigger if you have an Angel Command creature in the battle zone. There are better blockers to choose from in Light, so only dip into Iocant if you're lacking defense.

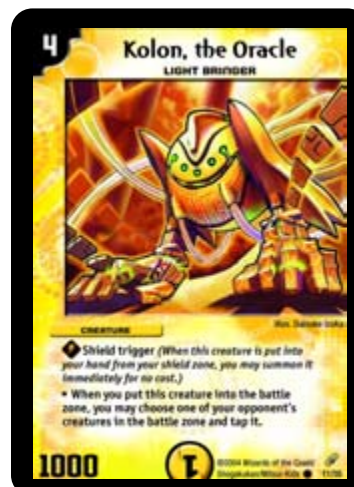


Holy Awe

Ranking ●●●●●●

Base Set (PS2 Also)

Perhaps the game's best spell, Holy Awe taps all your opponent's creatures when it goes off. As a spell trigger, it can stop your opponent's attack and set you up for an open counterattack. Once you have six mana and a lot of creatures in the battle zone, you can cast it to remove all defense and walk in for an easy victory.



Kolon, the Oracle

Ranking ●●●●

Shadowclash of Blinding Night

For four mana, you get a 1000-power creature. While it does have shield trigger, it also can tap a creature when it enters the battle zone. For the price, you are better off sticking with spells that can accomplish the same thing either for a cheaper cost or for greater effect.

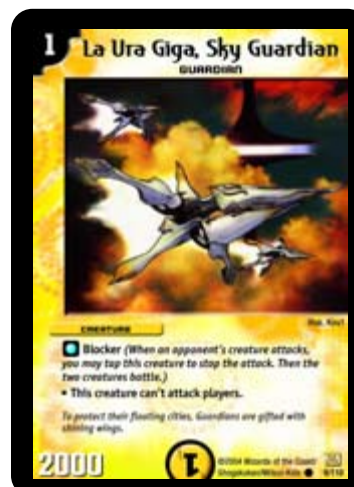


Iere, Vizier of Bullets

Ranking ●●●●

Base Set (PS2 Also)

For three mana, you get a 3000-power creature with no special abilities. It's a straightforward creature with no advantages or disadvantages, so put it into your deck when you have a spot to fill in your mana curve. Combined with another civilization like Darkness that's slow, a Light creature like this looks good.



La Ura Giga, Sky Guardian

Ranking ●●●●

Base Set

Speed can knock you out of the game fast if you're not careful. Almost every deck needs a small creature or two that they can summon to the battle zone early for protection, and La Ura Giga answers that need. For a single mana, you gain a 2000-power blocker. That's enough to stop most of a speed deck's creatures, which is all you need it to do.

light civilization



Ladia Bale, the Inspirational

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

A 9500-power creature for six mana! Granted, Ladia Bale is an Evolution Creature that must be played over another guardian creature, but you can't beat the bang for the buck. It can also block and has double breaker ability, making it one of the top creatures in the game.



Larba Geer, the Immaculate

Ranking ●●●●●

Evo-Crushinators of Doom

As an Evolution Creature, Larba leaves little to be desired. When you summon it over one of your guardians, you tap all enemy blockers in the battle zone. It could be good, and it also could do nothing. You do gain an upgrade for your guardian to 5000-power, and it costs only three mana, but that's the highlight of this hit-or-miss evolution.



Laguna, Lightning Enforcer

Ranking ●●●●●

Evo-Crushinators of Doom

Laguna has one of the best abilities that triggers your attack. Each attack, Laguna allows you to search your deck and pull any spell to your hand. On your next turn, you can use that spell, so your opponent can expect a Holy Awe to cripple his defenses or a Laser Wing to at least minimize them. His 2500-power puts him out of range from spells like Crimson Hammer.



Laser Wing

Ranking ●●●●●

Base Set

Being unblockable is usually Water's thing. With Laser Wing, Light duplicates the feat and allows two attackers to slip past your opponent's defenses and knock out two shields. You have to pay five mana for the privilege. Late in the game, though, it could be the final blow in a close battle.



Lah, Purification Enforcer

Ranking ●●●●●

Base Set (PS2 Also)

Head to head, Lah beats another 5000-power for five-mana creature, since it has an extra 500 points tacked onto it. Light isn't known for its beefy creatures, so Lah serves the punishment his name implies for the rest of his brethren. You may go to a different civilization for a powerhouse. If you stay in Light, Lah works fine.



Lena, Vizier of Brilliance

Ranking ●●●●●

Rampage of the Super Warriors

This four mana, 2000-power creature has a fairly limited special ability. When you summon it into the battle zone, you can take a spell from your mana zone and return it to your hand. This allows you to put some high cost spells in the mana zone at the start of the duel and still have access to them later. However, if you do not use many spells, you are better off going with a more powerful creature for the cost.

Duel Masters Card Guide



Logic Cube

Ranking ●●●●●

Evo-Crushinators of Doom

Logic Cube allows you to search for any spell and put it into your hand for three mana. It also comes with a shield trigger that could make the whole thing free. If you can make room, squeeze Logic Cube in to help increase your odds of pulling a Holy Awe.



Magris, Vizier of Magnetism

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

When Magris hits the battle zone, you draw an extra card. You can overlook the 3000 body for four mana, since you gain the extra card out of the deal. The more mana you have, the better Magris gets, because you can then summon the card you just drew instead of waiting a turn. Magris is almost a four-star card based on its utility.

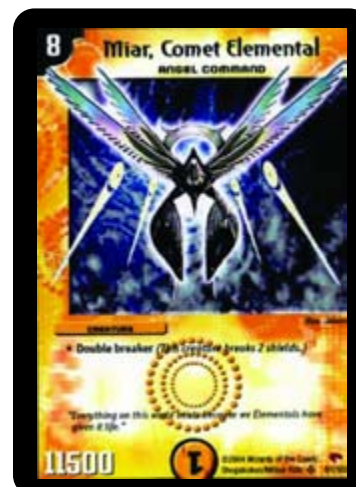


Logic Sphere

Ranking ●●●●●

Rampage of the Super Warriors

This spell allows you to take a spell out of your mana zone and return it to your hand. Since Light does have some great spells, this can be a good spell. However, make sure this three mana spell fits into your deck and your style.



Miar, Comet Elemental

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

Super rare cards are almost always a good idea to include in your deck. Miar, Comet Elemental is no exception. While its steep cost of eight mana will mean it makes a late appearance during a duel, its 11,500 power and double breaker ability makes it a winner. With Light's blockers, you can usually hold out long enough to summon this creature.



Lok, Vizier of Hunting

Ranking ●●●●●

Base Set (PS2 Also)

Lok gives you a 4000 attacker for four mana. Not a bad tradeoff, since the 4000 power puts Lok above the reach of most blockers and attackers. You can get a fast start with Lok and even secure the game if you can hit enough times before your opponent can match a 4000-power creature.



Miele, Vizier of Lightning

Ranking ●●●●●

Base Set (PS2 Also)

In cooperation with another creature that can destroy the creature you tap with Miele, the vizier can prove to be a good setup card. By itself, though, it doesn't do much since your opponent's tapped creature recovers after your turn. If the enemy has only a couple of defensive creatures, Miele is a strategic card as you tap the tougher defender out of the way.



light civilization



Mileus, the Daystretcher

Ranking ●●●●

Shadowclash of Blinding Night

Against all-Darkness decks, this is a must. However, for going against other decks it is too expensive. You get a 2500-power blocker for five mana. It can be used to attack players and it increases the cost of all Darkness spells and creatures by two mana.



Ouks, Vizier of Restoration

Ranking ●●●●

Shadowclash of Blinding Night (PS2 Also)

This is another one of those creatures that becomes a shield rather than going into your graveyard. However, at the cost of five mana for only a 1000-power creature, you are better off sticking with Sundrop Armor or another spell that does the same for less.



Mist Rias, Sonic Guardian

Ranking ●●●●

Shadowclash of Blinding Night (PS2 Also)

While not much as an attacker, costing five mana for only 2000-power, Mist Rias, Sonic Guardian allows you to draw a card whenever another creature is summoned into the battle zone. That can mean several new cards per turn and increase your options as well as chances of getting a powerful card.



Phal Eega, Dawn Guardian

Ranking ●●●●

Evo-Crushinators of Doom

Assuming you've cast some of your better spells before Phal Eega enters the battle zone, this guardian can be great. For five mana, you gain a 4000-power attacker and get to retrieve one of your spells from your graveyard. Before you cast your big spells, though, Phal Eega lacks the same authority as other creatures that cost five mana.



Moonlight Flash

Ranking ●●●●

Base Set

As with Light's tapping creatures, Moonlight Flash can set up an attack on your opponent's creatures or clear a path to your opponent's shields. Its four-mana cost makes it affordable for its power level, so consider including this card in any deck that needs more offense toward the end of the game.



Ra Vu, Seeker of Lightning

Ranking ●●●●

Rampage of the Super Warriors

Do you wish you could cast a powerful spell more than once? With Ra Vu, Seeker of Lightning, you can cast the same spell, such as Holy Awe, every turn. This six mana, 4000-power creature allows you to take a spell out of your graveyard each time it attacks. Since Light has some great spells, the cost is more than worth the ability.

Duel Masters Card Guide



Raza Vega, Thunder Guardian

Ranking ●●●●●

Rampage of the Super Warriors
(PS2 Also)

Raza Vega, Thunder Guardian is one of the most expensive creatures in the game, costing ten mana to summon. In exchange, you get a 3000-power blocker that becomes a shield rather than go into the graveyard. Rarely in a duel will you get ten cards in your mana zone, so this creature will rarely be used. You are better off using a creature that can seriously hurt your opponent for that much mana.



Reso Pacos, Clear Sky Guardian

Ranking ●●●●●

Evo-Crushinators of Doom

No surprises here. Reso Pacos packs a 3000-point body in a three-mana card. You could also use here, Vizier of Bullets, and since they're both common cards, you can fill your first couple of Light decks with these healthy bodies. As your deck gets more advanced, you'll probably end up phasing them out.

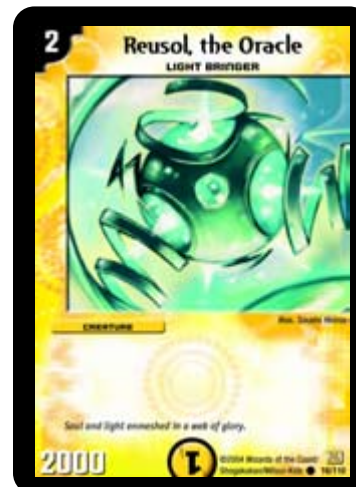


Rayla, Truth Enforcer

Ranking ●●●●●

Base Set

Rayla, Truth Enforcer is very close to being a must-have in any Light deck. For six mana, you can fetch any spell from your deck and you get a 3000-power attacker for the following turn. Most likely, you'll get a finishing card like Holy Awe, so the turn after Rayla, Truth Enforcer shows up, you can go for the win.



Reusol, the Oracle

Ranking ●●●●●

Base Set

On the lower end of the cost spectrum, Reusol, the Oracle is an average creature that gives you an equal amount of power for the cost. The 2000-power attacker for two mana can fit into a speedy deck. In other decks, you might look toward Light's larger creatures for a bit more cost. Whether Reusol, the Oracle makes an appearance depends on your deck needs.

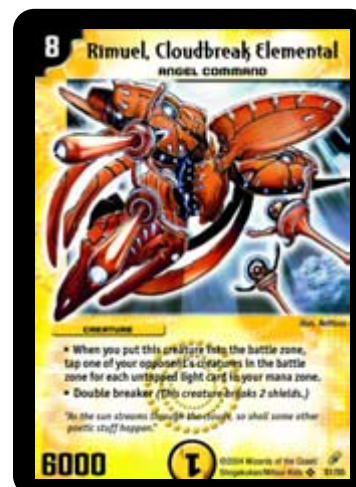


Re Bil, Seeker of Archery

Ranking ●●●●●

Shadowclash of Blinding Night
(PS2 Also)

This is a great creature. For seven mana, you get a 6000-power double breaker. In addition, Re Bil, Seeker of Archery also increases the power of all other Light creatures by 2000, including those of your opponent. Together, this can seriously hurt an opponent with a non-Light deck.



Rimuel, Cloudbreak Elemental

Ranking ●●●●●

Shadowclash of Blinding Night

This is another powerful creature. While you pay eight mana for a 6000-power double breaker, when you summon it to the battle zone, you can tap one of your opponent's creatures for every untapped Light creature you have in the battle zone. That can open up your opponent's shields to some serious attacks in a single turn, possibly allowing you to win the duel.

light civilization



Ruby Grass

Ranking ●●●●●

Base Set

Like Frei, Ruby Grass can attack tapped enemy creatures then untap before your opponent's turn so it doesn't have to worry about the counterattack. As a blocker, it can also attack and then block the following turn, possibly destroying back-to-back creatures. You can't go wrong with this Light creature in any defensive Light deck.



Sentatine Jade Tree

Ranking ●●●●●

Base Set

Another standard fare blocker, the Jade Tree can stop fairly big creatures with its 4000-power strength, so don't discount it. It can't attack other players (though it can cut down enemy tapped creatures) and will prove limited offense unless you combine it with a spell like Diamond Cutter. Because it's a common creature, you may include it in early decks.



Sarius, Vizier of Suppression

Ranking ●●●●●

Shadowclash of Blinding Night

Light has a lot of good blockers that are fairly cheap. Sarius, Vizier of Suppression fits into this category. At only two mana, this 3000-power blocker can prevent an opponent from getting fast attackers to destroy your shields. Be sure to load up on this creature.



Sieg Balicula, the Intense

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This is a great Evolution Creature and one you should include in all of your Light decks. In fact, make sure you have plenty of Initiates so you can use this card. For only three mana, you get a 5000-power creature that also allows all other Light creatures in the battle zone to act as blockers. This provides you with a lot of flexibility, letting you defend or attack as the situation dictates.



Screaming Sunburst

Ranking ●●●●●

Shadowclash of Blinding Night (PS2 Also)

As long as you are not dueling against a Light deck and have an all-Light deck yourself, this card is a definite must. For only three mana, you can tap all non-Light creatures in the battle zone. This can let your attackers bypass opposing blockers and go right for the shields.



Solar Ray

Ranking ●●●●●

Base Set (PS2 Also)

Unless you're building a deck that works off the tapping ability, you probably have better spells in your collection to include in your deck. Sure, it taps a creature and it might go off for free if your opponent happens to choose the appropriate shield during combat, but it's not that powerful an effect.

Duel Masters Card Guide



Sonic Wing

Ranking

Base Set (PS2 Also)

Laser Wing and its ability to make two creatures "unblockable" is superior to this version. Sonic Wing costs two mana less, but it also cuts your offensive capabilities in half by only allowing one attacker to go on the unblockable mission. For three mana, you can usually find a better creature or spell to take its place.

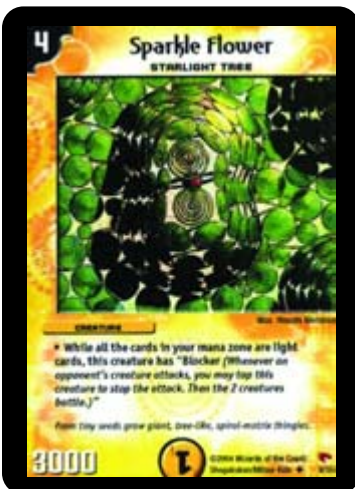


Sundrop Armor

Ranking 

Rampage of the Super Warriors (PS2 Also)

This is a great spell which can help keep you in the duel if you have been attacked viciously by your opponent. For the cost of four mana, you can take a card from your hand and place it as a shield. Be sure to pick something with a shield trigger that you can use to counterattack or stop the attack outright.

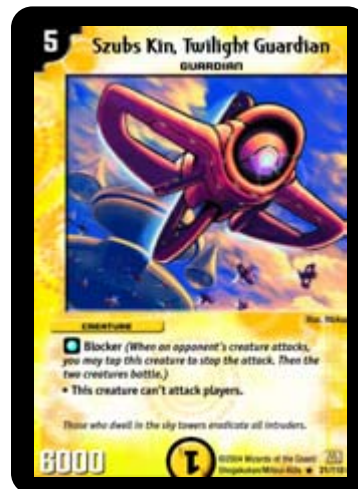


Sparkle Flower

Ranking

Rampage of the Super Warriors

If you have a Light deck, this card should be in it. For four mana, you get a 3000-power creature. Normally this would not be great. However, with only Light cards in the mana zone, Sparkle Flower can block creatures as well as attack players. This will allow you greater flexibility with a single creature.



Szubs Kin, Twilight Guardian

Ranking

Base Set

When you climb up to the five and six-mana range, you usually want to do more with your mana than summon a good blocker. 6000-power Szubs Kin comes in reasonably at five mana. However, it can't attack, so it's only playing defense for you. If that's what you're looking for, go for it; otherwise, search booster packs for a better creature.

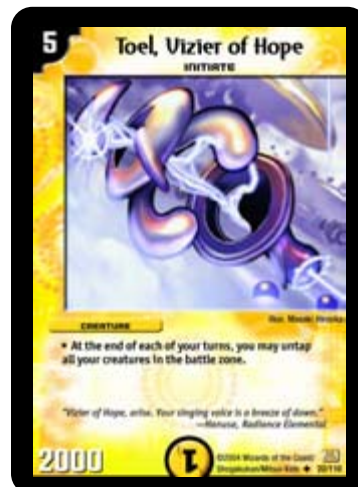


Spiral Grass

Ranking

Evo-Crushinators of Doom

The Spiral Grass takes on all comers. It has a small 2500-power body, but it untaps after each battle, so if it can defeat a 2000 or less powered enemy, it will be ready to defend all over again. For four mana, however, there are better, more straightforward blockers that will defend just as well or better.



Toel, Vizier of Hope

Ranking

Base Set

Toel's special ability can prove to be a powerful ability. However, with a 2000-power, Toel will not be around long enough to give you much advantage if your opponent has any form of elimination.



light civilization



Ur Pale, Seeker of Sunlight

Ranking ●●●●●

Rampage of the Super Warriors

This is another creature that is great for all Light decks. While it costs four mana for a 2500-power creature, as long as all cards in your mana zone are Light, then that power is increased to 4500. That is a good deal as long as you have the right kind of deck.



Urth, Purifying Elemental

Ranking ●●●●●

Base Set (PS2 Also)

A 6000-power creature with double breaker for six mana would be a steal on its own. Combine that with a special ability to untap at the end of your turn, and Urth becomes virtually untouchable in combat. You'll need a spell or some funky tricks to take him down. In the meantime, he hangs around as Light's best creature.



Whisking Whirlwind

Ranking ●●●●●

Shadowclash of Blinding Night (PS2 Also)

For a Light deck with blockers, this card is a requirement. For only one mana, you can untap all of your creatures at the end of your turn. That means your attackers cannot be attacked during your opponents turn. In addition, your blockers can attack other creatures and still be available to block against attacks. Stock four of these in your deck no matter which civilization you are dueling.

nature civilization



Wyn, the Oracle

Ranking ●●●

Evo-Crushinators of Doom

Wyn has the ability to look at one of your opponent's shields each time it attacks. The problem is that eventually you must trigger one of those shields you didn't like and were trying to avoid. You can time it so the effect under a specific shield doesn't hurt you as bad, but it is worth running around with a 1500-power?



Ancient Giant

Ranking ●●●

Shadowclash of Blinding Night

This 9000-power double breaker only sets you back eight mana. In addition, it cannot be blocked by Darkness creatures. However, for eight mana, you might be able to get a little more power and abilities if you look around. If you know you are going up a Darkness deck, the Ancient Giant can cause a lot of damage—until it is targeted by an elimination spell.



Aura Blast

Ranking ●●●

Base Set (PS2 Also)

At four mana, a spell had better be good, and Aura Blast can be when cast at the right time. Aura Blast pumps up all your creatures with power attacker +2000 for the turn, so your troops can charge in and destroy all the blockers or mow down a bunch of your opponents' shields. If you have a deck that tries to overrun your opponent, try an Aura Blast or two to drive home the coffin nail.

Duel Masters Card Guide



Aurora of Reversal

Ranking ●●●●

Rampage of the Super Warriors

Anytime a card requires you to take away your shields, you should be wary. For five mana, you can take any number of your shields and put them in your mana zone. This is a card you will rarely use unless you create a deck with a powerful creature that costs a lot of mana to summon. However, in order to make this worthwhile, you will probably have to lose at least two or three shields. Unless your creature can win the duel in a turn or two, you may cause more harm to yourself than good.



Burning Mane

Ranking ●●●●

Base Set (PS2 Also)

Like all the other civilizations except Water, Nature gets a 2000-power attack for two mana. In a speed strategy, you can include the Burning Mane into the mix, because you want to attack those shields early with as many guys as you can. Later it can serve as extra mana or an emergency attacker if your big guns fail.



Barkwhip, the Smasher

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

Barkwhip is an Evolution Creature that turns your beast folk into a 5000 attacker and gives all your other beast folk +2000 power when tapped. It does all this and only costs two mana.



Cannon Shell

Ranking ●●●●

Base Set

For four mana, you get a 1000-power creature that gains an additional 1000 power for each shield you have. While it starts out strong, it will only get weaker during the course of a duel. Though it has a Shield Trigger, by the time it comes into play via this ability, its power will be less since you will have lost at least one shield. This may have place in some decks, especially those with cards that can replace or increase the number of shields you have.



Bronze-Arm Tribe

Ranking ●●●●

Base Set (PS2 Also)

Any time you can add mana to your zone without too harsh a penalty, it's a very good thing. The three-mana Bronze-Arm Tribe flips the top card of your deck into your mana zone and provides a 1000 body that might attack once or twice. Even without the offense, the Tribe helps speed your deck up greatly.



Coiling Vines

Ranking ●●●●

Base Set

Another in the standard creature department, the 3000-power Coiling Vines costs four mana, but adds a twist. When the Vines are destroyed, they go straight into your mana zone for some extra acceleration. You win either way, whether it keeps attacking or goes to the grave and picks you up more mana.

nature civilization



Dawn Giant

Ranking ●●●●●●●●

Rampage of the Super Warriors
(PS2 Also)

This is a definite must for your Nature decks. For only seven mana you get an 11000-power double breaker. While the Dawn Giant can't attack creatures, you will be destroying shields with this guy anyway. You may want to include some cards that quickly increase your mana so you can summon this creature into the battle zone as soon as possible.



Dimension Gate

Ranking ●●●●●●●●

Base Set

Dimension Gate searches your deck for any creature. It costs three mana to do that, which is reasonable; however, Dimension Gate also carries a spell trigger, so you might get that ability for free. If you need a blocker or want a finisher to knock out your opponent, whatever your situation, Dimension Gate can pick and choose from all your options.



Deathblade Beetle

Ranking ●●●●●●●●

Base Set (PS2 Also)

For five mana, you can summon a 3000-power attacker that has +4000 power attacker and double breaker. There's no stopping it on the attack. Deathblade Beetle is only vulnerable after its attack and has been reverted back to its 3000-power form.



Dome Shell

Ranking ●●●●●●●●

Base Set

Nature has so many good creatures that you don't have to settle for the Dome Shell. It's not bad—a 3000-power creature with +2000 power attacker—but you're spending four mana on it. Look to fill out your deck's mana curve with it, or look elsewhere for something with more brawn or finesse.

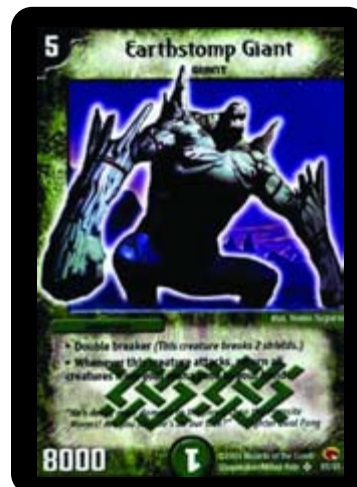


Dew Mushroom

Ranking ●●●●●●●●

Shadowclash of Blinding Night

If you are dueling a Darkness deck, the Dew Mushroom can be very useful. Though this three mana creature only has 1000 power, it increases the cost of casting any Darkness card by one mana. This can slow down a Darkness opponent a bit to give you an advantage. However, against any other Civilization deck, this card should be shelved.



Earthstomp Giant

Ranking ●●●●●●●●

Rampage of the Super Warriors
(PS2 Also)

This evolution gives you an 8000-power double breaker for only five mana. The other special ability is that when it attacks, you return all creatures in your mana zone to your hand. That can be a double edged sword since it can wipe out your mana zone in a single turn and make it difficult to bring out high cost creatures in subsequent turns. However, it may also bring high cost creatures you placed in your mana zone early in the duel back to where you can access them.

Duel Masters Card Guide



Elf-X

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

When Elf-X is summoned, all your other creatures cost one less mana. The 2000-power creature can still attack, but you may not want to risk seeing him in the graveyard or you lose your mana acceleration. Remember that your opponent can't stop you building mana during your turn, but he can destroy your elf to prevent the bonus. Even so, it's worth the risk to get your big guys out faster.



Fear Fang

Ranking ●●●●

Base Set

If you need to get as many creatures as possible to knock those shields out before your opponent can summon solid defenders, the Fear Fang and its 3000 power for three mana can fit into that scheme, though it's nothing stellar. If you want mana acceleration in your Nature deck, you can opt for a better creature that costs a little bit more.



Essence Elf

Ranking ●●●●

Evo-Crushinators of Doom

Like his brother Elf-X, the Essence Elf makes all your spells one cheaper when it's in the battle zone. Cast the Essence Elf early and your Rainbow Stone spell goes off at three mana. Put two Essence Elves into the battle zone and you can cast Ultimate Force on the fourth turn. When the coast is clear, the Essence Elf can even shoot a shield while your opponent's dealing with all your bigger stuff.



Fighter Dual Fang

Ranking ●●●●●

Evo-Crushinators of Doom

How about a big attacker that also helps your mana acceleration? You can throw this Evolution Creature on one of your beast folk and suddenly gain an 8000 attacker with double breaker that puts the top two cards from your deck into your mana zone. For six mana, you can start major beatings and set up your deck for another big play. Not bad for one card.



Exploding Cactus

Ranking ●●●●

Shadowclash of Blinding Night

Only put this card in a combination Nature-and-Light deck. For three mana you get 2000 power. However, if you have a Light creature in the battle zone, Exploding Cactus' power rises to 4000. This card is only useful in this specific type of deck. Leave it out of any other type of deck.



Forest Hornet

Ranking ●●●●

Base Set

The Forest Hornet is a step up from the Fear Fang. It still offers a power-to-mana formula with its 4000 body for four mana, but the four mana rises it above the smaller creature and could make it a force in the battle zone. Unless you know your deck can summon bigger creatures with its extra mana sources, the Forest Hornet is a fine start.



nature civilization



Fortress Shell

Ranking ●●●

Evo-Crushinators of Doom

The Fortress Shell costs an almost unattainable nine mana and only gives you back a 5000-power creature. However, in Nature decks that generate tons of mana, you may want to take advantage of the Fortress Shell's powerful mana-denial ability of destroying two of your opponent's mana cards.



Gigamantis

Ranking ●●●●

Rampage of the Super Warriors (PS2 Also)

An Evolution Creature costing four mana for only a 5000-power is not that great of a deal. However, one good ability is that while Gigamantis is in your battle zone, all creatures that would go into your graveyard from the battle zone are put into your mana zone instead. This can be good for a speed deck with some heavy hitters in it as well since you can sacrifice weaker creatures, and then use the increased mana to summon powerful creatures the following turn.



Golden Wing Striker

Ranking ●●●

Base Set (PS2 Also)

For three mana, expect a 2000-power creature that gets through to your opponent's shield once in a while, but usually gets knocked off the following turn. The +2000 power attacker ability makes the Golden Wing Striker tough to tackle on its attack, but the weaker 2000 body the following turn leaves it very vulnerable to counterattack.



Leaping Tornado Horn

Ranking ●●●●

Base Set

A 2000-power creature for three mana is nothing to write home about, except the Leaping Tornado Horn has a special power attacker ability. While attacking, the Tornado Horn gains +1000 for every other creature you control in the battle zone, so in a speed deck with lots of creatures, he can become huge very fast.



Mana Crisis

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

If you want to go the mana-denial strategy and start destroying your opponent's mana zone, then you want to include four copies of Mana Crisis. As a shield trigger, it might destroy an opponent's mana without costing you a thing. Outside of a mana-denial strategy, you probably don't want to bother with slowing down your opponent at the cost of four mana.



Mana Nexus

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

This is a really good spell. For four mana, you can take one of your cards in the mana zone and move it to your shields. What makes this even better is that it is a Shield Trigger so if an enemy hits it as a shield, it replaces itself with one of the cards from your mana zone. This can frustrate an attacker who is putting it all on the line to take your out in a single turn, leaving him or her wide open for a counterattack because of your additional shield.

Duel Masters Card Guide



Masked Pomegranate

Ranking ●●●●●

Rampage of the Super Warriors
(PS2 Also)

This creature can be good or bad. Normally, a five mana creature with only 1000 power shouldn't even be considered. However, Masked Pomegranate gains 1000 power for each of your additional Nature creatures in the battle zone. You would need four more creatures just to get this one up to 5000. An additional bonus is that creatures with power of 4000 or less cannot block it. For the cost, you can usually do better.



Natural Snare

Ranking ●●●●●

Base Set (PS2 Also)

It sounds bad to give your opponent some extra mana, but when you can destroy his best creature in the process, it's a deal you'll repeatedly make. Much like Terror Pit, the spell trigger on Natural Snare makes it an incredible weapon, since a lucky shield trigger in combat means you destroy an opposing creature for free.



Mighty Shouter

Ranking ●●●●●

Base Set (PS2 Also)

In a roundabout way, the Mighty Shouter is another of Nature's mana acceleration creatures. When the Shouter is destroyed, it goes into your mana zone. Until then, you get a 2000-power attacker that can potentially do some damage. If you can destroy another creature in the process, you still come out ahead in the mana department.



Niofa, Horned Protector

Ranking ●●●●●

Shadowclash of Blinding Night

This six mana Evolution Creature will upgrade a horned beast to a 9000-power double breaker. When you cast this card, you can also search your deck for a creature and put it into your hand. Overall, this is a good addition to your Nature deck as long as you have some horned beasts on which to play it.



Mystic Inscription

Ranking ●●●●●

Shadowclash of Blinding Night
(PS2 Also)

As another of Nature's cards able to increase the number of shields you have, this can be beneficial to your deck. However, for six mana, you could summon a fairly powerful creature or evolution and go on the attack. If you play a defensive game, put this in your deck. However, if you like to attack, the space is better used by a creature.



Pangaea's Song

Ranking ●●●●●

Base Set

Each turn you get to choose one of the cards in your hand and put it into your mana zone if you like. If you want mana, though, you could just cast Pangaea's Song as that bit of mana, rather than destroying one of your own creature's for new mana. There aren't very many uses for this card, unless your only goal is to gain as much mana as possible to cast a super-large creature.



nature civilization



Poisonous Dahlia

Ranking ●●

Base Set (PS2 Also)

Nature's theme of creatures that don't attack or block well usually fail to help in the battle zone. You can summon the Poisonous Dahlia for four mana and gain a 5000-power creature, but it can't block or attack. It just sits there and only counterattacks if a creature smaller than it attacks and taps out.



Poisonous Mushroom

Ranking ●●●

Base Set

To play those huge brutes, you want a lot of mana. The Mushroom can give it to you, but at the expense of chucking a possibly vital card out of your hand. In certain decks this strategy can work; in others, you hurt yourself too much when you discard. Experiment with the Poisonous Mushroom at your own risk.



Pouch Shell

Ranking ●●

Rampage of the Super Warriors

This four mana, 1000-power creature is not much of a fighter. Its ability to remove the top card from an evolved creature and put it into the graveyard doesn't really justify the cost either. If your opponent really likes to use powerful evolutions, this might be useful. However, for most duels, you are better off going for a more powerful attacker for the cost.



Psyshroom

Ranking ●●●●

Rampage of the Super Warriors

This is actually a very good selection for all Nature decks. Though you only get a 2000-power attacker for four mana, when Psyshroom attacks, you can take a Nature card from your graveyard and put it in your mana zone. Along with Mana Nexus, you can build up your shields and replenish the mana at the same time. If you have high cost creatures in your deck, throw some of these in as well to help you get to your powerful creatures quicker.



Raging Dash-Horn

Ranking ●●●●●

Rampage of the Super Warriors

If you are using an all Nature deck, put four of these in it without question. While all of the cards in your mana zone are Nature, this five mana, 4000-power creature has its power increased to 7000 and gains the double breaker ability. If you can summon two or three of these into your battle zone, your opponent will be hurting.



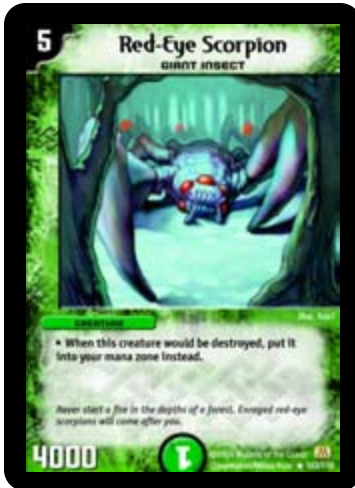
Rainbow Stone

Ranking ●●

Evo-Crushinators of Doom

If you play a deck without many different civilizations, you may want Rainbow Stone to fetch a card from the same civilization so you can cast what's in your hand. Other than that, four mana for this spell can be costly when you have many other spells and creatures to build your deck around. For mana acceleration, there are also cheaper creatures that do it better.

Duel Masters Card Guide



Red-Eye Scorpion

Ranking ●●●

Base Set (PS2 Also)

The Scorpion costs a tad more than other good 4000-power creatures, except those other creatures give you an extra mana when they go to the graveyard. If your deck needs the mana to get out its giant-cost creatures, Red-Eye is fine. Just don't expect to fly it solo to the finish line.



Rumbling Terahorn

Ranking ●●●●

Evo-Crushinators of Doom

Five mana for a 3000-power creature is expensive, and you don't want too many of those floating in your deck. However, the Rumbling Terahorn is a big exception, what with its ability to go find any creature you want from your deck. When you're ready, you can recover a big finisher, or get that mana accelerator to crank up the mana.



Roaring Great-Horn

Ranking ●●●

Base Set (PS2 Also)

On face value, an 8000-power creature with power attacker and double breaker should rank higher than three stars. However, you have to pay seven mana for the Roaring Great-Horn, which slows you down unless you're playing a mana-acceleration game with Nature. The power attacker is only +2000, which doesn't really matter at that level either.



Silver Axe

Ranking ●●●

Evo-Crushinators of Doom (PS2 Also)

For a 1000-power attacker that costs three mana, it had better have a good ability, and the Silver Axe doesn't disappoint. Each time it attacks, you get to put the top card of your deck into your mana zone. Once pays for the creature's expense; twice makes it a worthy investment. The Silver Axe fits perfectly into the mana-acceleration strategy.



Roar of the Earth

Ranking ●●●

Rampage of the Super Warriors

This is not a bad card and is pretty good for a two mana spell. Roar of the Earth allows you to take a creature costing six or more from your mana zone and put it into your hand. With this card, you can retrieve powerful creatures at the beginning of the game and put them into your mana zone, rather than just holding on to them until later. It is also a Shield Trigger.



Silver Fist

Ranking ●●●

Evo-Crushinators of Doom (PS2 Also)

After reading through all of Nature's creatures, you won't be too impressed with the Silver Fist. It's not bad for a four-mana creature. You do, after all, get a 3000-power creature with +2000 power attacker grafted on. But you don't get anything else special, and we know there's a lot of special things out there in the Nature cards.



Nature civilization



Sniper Mosquito

Ranking ●●

Rampage of the Super Warriors

Whether to include this card in your deck or not depends on your style. You do get a 2000-power creature for only one mana. However, each time it attacks, you must remove a card from your mana zone to your hand. Since you would most likely want this early in a duel because it's cheap, you're probably less likely able to afford losing a mana each turn. Skip this card and go for something that doesn't cost you for each attack.



Storm Shell

Ranking ●●●

Base Set

You are paying a whole lot for a 2000-power creature when you slam down seven mana for the Storm Shell. It does destroy an opposing creature, except your opponent gets to pick that creature—and it might not be the one you'd send to the graveyard. At such a high cost, there are many better Nature creatures to choose for your deck.



Stampeding Longhorn

Ranking ●●●●

Base Set (PS2 Also)

Here's a creature that's quasi-unblockable. Creatures of 3000 or less power can't block the 4000-point Longhorn; however, creatures that can destroy it can also block it, so that could be a significant problem. If you want to skirt most blockers, you can recruit the Stampeding Longhorn or look for another similar creature.



Supporting Tulip

Ranking ●●●

Shadowclash of Blinding Night

If you are using a Light and Nature deck, and you have Angel Command creatures in it, don't forget this card. The Supporting Tulip gives each Angel Command creature a +4000 power attacker ability. Since Angel Commands are usually pretty powerful to begin with, this creature is definitely a great force multiplier. However, leave it out of any other type of deck: its special ability will be useless there, and isn't such a great card on its own.



Steel Smasher

Ranking ●●

Base Set (PS2 Also)

The Steel Smasher can provide a defense of sorts for the Nature player. It throws itself out early and challenges smaller opposing creatures to attack and perish in the counterattack. In Nature, you usually want to be more aggressive than that, so the Steel Smasher may not be as good as a starter.



Sword Butterfly

Ranking ●●●●

Rampage of the Super Warriors (PS2 Also)

This three mana creature has 2000 power along with a +3000-power attacker ability. While it is great to get 5000 power for attacks, with only 2000 base power, your opponent can easily destroy it when tapped after an attack. However, you may be able to cause a lot of damage before your opponent destroys your Sword Butterfly.

Duel Masters Card Guide



Sword of the Benevolent Life

Ranking ●●●

Shadowclash of Blinding Night

This is another card that should only be included in a combination Nature-and-Light deck. For two mana, you can increase the power of all the creatures in your battle zone by 1000 for each Light creature in the battle zone. This effect only lasts for the current turn. However, that might be just enough to allow you to overpower your opponent and cause some serious damage, if not win the game. For any other type of deck, this card is worthless.



Torcon

Ranking ●●●

Shadowclash of Blinding Night

Two mana for a 1000-power creature, even one with Shield Trigger ability, is a bit high. Besides, since this creature is not a blocker, triggering it from a destroyed shield will not stop the enemy from hitting any other shields. Trade this card for something else if you can.



Thorny Mandra

Ranking ●●●●

Base Set (PS2 Also)

Another mana-producer of sorts, the Mandra allows you to put a creature from your graveyard into your mana zone when it enters the battle zone. This can help you pick up extra mana if you have a creature there. If you don't, the Mandra is too expensive for a 4000 body. Bottom line: If you find you have dead creatures when you normally cast the Mandra, it's fine. Otherwise, forget it.



Tower Shell

Ranking ●●●●

Base Set

At six mana, you get a decent creature in the Tower Shell. You can attack with a 5000-power creature that can't be blocked by creatures of 4000 power or less, which means you can skirt most blockers. Like the Stampeding Longhorn, the creatures that can block you can also destroy you, so the ability could fail you big time.



Three-Eyed Dragonfly

Ranking ●●●●

Shadowclash of Blinding Night

This creature gives you some flexibility. Normally, this five mana creature has 4000 power. However, if you choose to destroy one of your other creatures in the battle zone, the Three-Eyed Dragonfly gets +2000 power and double breaker ability until the end of the turn. The nice thing about this creature is that its special ability is optional, so you can use it when you really need it.



Tri-Horn Shepherd

Ranking ●●●●●

Base Set

When you want some quick destruction, you can try the 5000-power Tri-Horn for five mana. Other similar creatures such as Fire's Draglide can put on a good show too; however, Nature has all kinds of mana acceleration, which means you might see the Tri-Horn as early as the third or fourth turn. A 5000-power attacker that early could be a huge problem for your opponent.

water civilization



Ultimate Force

Ranking ●●

Base Set (PS2 Also)

Anyone would love to have two extra mana in their mana zone. It helps you build up to summon massive creatures that will make your opponent quit when he sees them. The spell costs five mana, which means you won't get a benefit out of it early and you will probably gain the extra mana at the expense of not being able to summon a really good creature that turn.



Aqua Bouncer

Ranking ●

Evo-Crushinators of Doom

The Unicorn costs two less mana to cast than Aqua Bouncer. The blocker ability comes in handy, but not when you have a 1000-point creature as the recipient. With six mana, you should be looking for a big finisher creature, not a 1000-power creature with a few tricks up its sleeve.



Xeno Mantis

Ranking ●●●

Evo-Crushinators of Doom (PS2 Also)

For seven mana, you get a 6000-power creature with double breaker. It can be a fearsome attacker, if a bit expensive, so consider it if you don't have a wealth of large Nature attackers.



Aqua Deformer

Ranking ●

Rampage of the Super Warriors

At eight mana, this is an expensive card, especially since you only get a 3000-power creature. Its special ability takes place when you summon this creature to the battle zone. Both you and your opponent take two cards from your mana zones and return them to your hands. There are spell cards that can do this for you for much less. Forget about this card.



Angler Cluster

Ranking ●●●●●

Rampage of the Super Warriors

If you are playing an all Water deck, be sure to stock up on this creature. Angler Cluster is a three mana blocker with 3000 power. While it cannot attack creatures or players, it gets an additional 3000 power if all of the cards in your mana zone are Water. With a 6000-power blocker, your opponent will be hard pressed to get to your shields without sacrificing creatures along the way. Don't use this card for combination decks.



Aqua Guard

Ranking ●●●●

Shadowclash of Blinding Night

This is a standard low cost water blocker. However, this one is useful against speed decks since you can summon on the first turn for one mana and still be able to attack just about any fast attacker with its 2000 power. This is good against Fire decks.

Duel Masters Card Guide



Aqua Hulus

Ranking ●●●●●

Base Set (PS2 Also)

Cast the Aqua Hulus and you draw a card to replenish the card you just cast. It costs three mana for a 2000-power creature, but if you have enough mana, it's really like summoning a small creature for free. At worst, the Hulus sets you back a turn before you can pick back up with the new card you just drew.



Aqua Shooter

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

One of Water's few blockers that can attack, the Shooter still only amounts to a 2000-power creature. It can both block and attack, but it costs a lot for that luxury. As a common card, you may rely on the Aqua Shooter early in your dueling career, then switch it out after you have some wins under your belt.



Aqua Jolter

Ranking ●●●●●

Shadowclash of Blinding Night (PS2 Also)

Creatures with the Shield Trigger ability usually cost more for the privilege. Aqua Jolter is no exception. Since Water has some great blockers, don't take up space in your deck for a low power creature that has a chance of being one of your shields.



Aqua Sniper

Ranking ●●●●●

Base Set (PS2 Also)

If you can climb up high enough to cast the Aqua Sniper, you'll be rewarded with a powerful ability. On top of a 5000-power attacker, eight mana nets you the ability to return two of your opponent's creatures to his hand. After working so hard to get his creatures into the battle zone, you set your opponent back at least a turn recasting both his cards.



Aqua Knight

Ranking ●●●●●

Base Set (PS2 Also)

When you shell out five mana for the Aqua Knight, you summon a 4000-power attacker. Normally, that wouldn't be good enough to make the cut. The Knight, however, never is destroyed. It instead returns to your hand. So you could end up summoning it repeatedly each turn to haunt those troublesome destruction decks.



Aqua Soldier

Ranking ●●●●●

Base Set (PS2 Also)

Where the Aqua Knight costs five to recast when it dies, the Aqua Soldier costs only three. Even with just a 1000-power body, the Soldier becomes a better bargain as you can usually summon another card with the Soldier, so it doesn't consume your whole turn. Given time, Aqua Soldiers can be very hard to deal with.



water civilization



Aqua Vehicle

Ranking ●●●

Base Set

Water doesn't cast creatures quickly, as illustrated by Aqua Vehicle. If it were a tank, you could live with the two mana, but it's not—you have to live with a 1000-point creature for two mana. Send it riding off to uncharted waters and pick other creatures to fill your deck with.



Candy Drop

Ranking ●●●●●

Base Set (PS2 Also)

Would you rather have a 9000-power attack with double breaker that can be stopped by blockers, or the 1000-power Candy Drop that can't? It all depends on what stage of the game you're in. In a race to beat your opponent to the last shield, it's nice to have a creature that can't be stopped, except by a removal spell or during a counterattack.



Astral Warper

Ranking ●●●●●

Shadowclash of Blinding Night

Evolution Creatures are often a good deal, giving you lots of power for less mana than you would pay for a similar creature. However, Astral Warper only gives you 5000 power for six mana. Luckily, it has a special ability to make up for this cost. When you cast it on a Cyber Virus, you can draw up to three cards into your hand. By the time you can afford a six mana card, three cards in your hand can give you an advantage over your opponent.

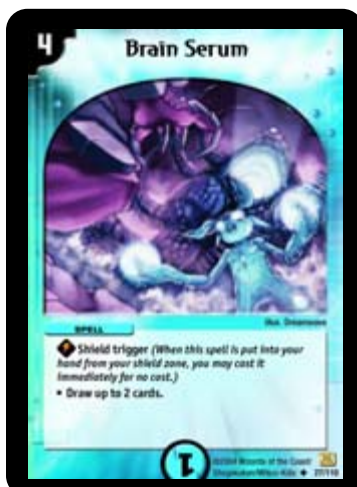


Chaos Fish

Ranking ●●●●●●●

Rampage of the Super Warriors

A 1000-power creature for seven mana initially seems like a bad idea. However, if you have an all Water deck, Chaos Fish can be quite effective. In addition to getting +1000 power for each additional Water creature you have in the battle zone, when it attacks, you get to draw a card for each of these Water creatures as well. With Water's many blockers, you could have several in your battle zone by the time you can afford to play Chaos Fish.



Brain Serum

Ranking ●●●●

Base Set (PS2 Also)

Drawing two cards by casting one card sounds like a solid investment. Paying four mana for the privilege can be a bit steep, since you'll probably skip your turn for the cards. Brain Serum comes equipped with a spell trigger so there will be times where the card drawing happens free of charge and makes it all worthwhile.



Clone Factory

Ranking ●●●●

Shadowclash of Blinding Night

Do you sometimes wonder whether to throw a high power card into your mana zone (because you can't afford to use it early in the game) or hold on to it until later? With Clone Factory in your deck, go ahead and put those cards into your mana zone. Then when you can afford to cast them, use Clone Factory to pull up to two cards from your mana zone into your hand. All this for only three mana—not bad for peace of mind.

Duel Masters Card Guide



Corile

Ranking ●●●●●

Evo-Crushinators of Doom

You remove a creature from the battle zone, and stick it on top of your opponent's deck so he has to draw it the next turn. It's double denial! You clear the battle zone for your attackers and slow up your opponent by clogging up his card drawing.



Crystal Paladin

Ranking ●●●●●

Evo-Crushinators of Doom

The Crystal Paladin is another Evolution Creature that targets liquid people, and can devastate your opponent's defense. For four mana, you upgrade one of your liquid people to a 5000-power attacker, and return all blockers in the battle zone back to their owner's hands. If your opponent has loaded up on defense, it's great for you on the attack, but it could also weaken your own blocking defenses.



Crystal Lancer

Ranking ●●●●●

Evo-Crushinators of Doom (PS2 Also)

One of your liquid people just got a whole bunch bigger with this Evolution Creature. For six mana, you transform a smaller creature into an 8000-power juggernaut that can't be blocked and strikes with double breaker.



Emeral

Ranking ●●●●●

Rampage of the Super Warriors

Don't you hate it when one of your great cards ends up as a shield? Emeral can solve your problem. For two mana, you can take a card out of your hand and swap it for one of your shields. And you get a 1000-power creature in your battle zone as well. This ability alone is worth the two mana.

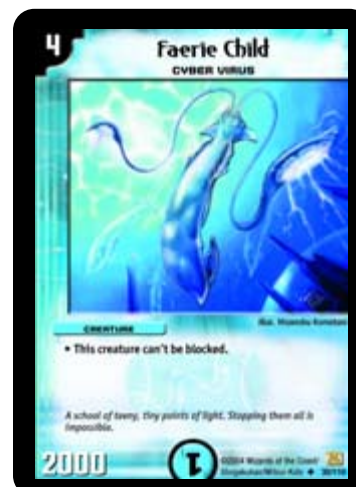


Crystal Memory

Ranking ●●●●●

Base Set

It's another spell trigger that looks so much better when you end up casting it for free. Crystal Memory allows you to search your deck for any card and put it into your hand, so you can fetch a key destruction spell or a clutch creature that immediately goes into the battle zone on the following turn. Four mana is a little expensive, but not when you gain a game-winning card.



Faerie Child

Ranking ●●●●●

Base Set

Between the Candy Drop and the Faerie Child, Candy Drop wins out. The 2000-point Faerie Child costs one mana more, and since both creatures can't be blocked, the extra 1000-power on the Faerie Child doesn't matter much. Any creature that can counterattack will be 2000-power or higher, so you're just throwing away an extra mana over the Faerie Child. Some decks that rely on the unblockables to attack feature both creatures.



water civilization



Flood Valve

Ranking ●●●●

Rampage of the Super Warriors

Here is a cheap way to return a card in your mana zone back into your hand. This spell costs only two mana to cast and even has the Shield Trigger ability. If you tend to put powerful cards in your mana zone to hold them for later, then be sure to include this card in your deck.



Hydro Hurricane

Ranking ●●●●

Shadowclash of Blinding Night

This card is only for combination decks of Water and either Light or Darkness. For six mana, you can choose a card in your opponent's mana zone for each Light and/or Darkness creature you have in the battle zone, and return it to his or her hand. This will slow your opponent down—it's not much, but it might be enough to let you win the duel. However, for the cost, you are probably better off going with a six mana creature.



Hunter Cluster

Ranking ●●●●

Shadowclash of Blinding Night

Four mana is a lot to pay for a 1000-power creature. However, Hunter Cluster is also a blocker as well as a Shield Trigger. This makes it almost worth the cost since after it's triggered and taken out of the shields, it can immediately be used to block. As such, it can block an attack, though with only 1000 power.



Hypersquid Walter

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

If only Walter had more than a 1000-power body! His ability can be huge, as you draw an extra card each time he attacks. Unfortunately, that's often infrequent, depending on your deck's spell collection. Get him through once and he's almost an Aqua Hulkus. Strike twice with him and he's a keeper.

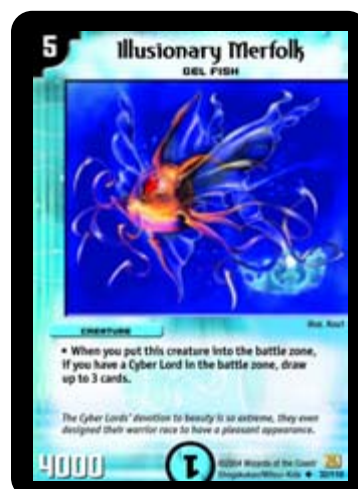


Hunter Fish

Ranking ●●●●

Base Set

Like the Light civilization, Water has some good blockers like the Hunter Fish. With a 3000-power frame for two mana, the Hunter Fish can stop speed decks dead in their tracks, so don't underestimate its effectiveness. The difference is that the Light blockers are better, because they can attack creatures and Water's blockers cannot.



Illusionary Merfolk

Ranking ●●●●

Base Set

If everything works out and you actually trigger its ability, the Illusionary Merfolk shoots up to a four- or five-star card. However, you are paying five mana for a simple 4000-power creature. In order to gain the extra three cards, you must have a Cyber Lord, and there aren't that many of them to go around.

Duel Masters Card Guide



Keeper of the Sunlit Abyss

Ranking ●●

Shadowclash of Blinding Night

This is only useful if your deck combines Water with Light or Darkness. For four mana, you get a 2000-power creature that can give Light and Darkness creatures an extra 1000 power. This applies to all creatures in the battle zone, not just your own. Summoning this against a Light or Darkness deck would benefit your opponent more than yourself. There are better cards for increasing the power of only your creatures and not your opponent's as well.



King Depthcon

Ranking ●●●●

Base Set (PS2 Also)

Let's just say that when this King makes an appearance, your opponent must come up with an answer fast or will eventually have to bow before him. For seven mana, Depthcon packs a 6000-power body, double breaker, and the ability to *not* be blocked. Each turn you attack, your opponent automatically loses two shields and the pressure is on.



King Aquakamut

Ranking ●●●

Shadowclash of Blinding Night

If you are playing a combination Water and Light or Darkness deck with either Angel Command or Demon Command creatures, you definitely want this in your deck. When it enters the battle zone, all Angel or Demon Command creatures in your graveyard are returned to your hand and these creatures also get +2000 power. However, if you have any other type of deck, skip this card and go for something that will benefit your deck more.



King Nautilus

Ranking ●●●●

Evo-Crushinators of Doom (PS2 Also)

Assuming your whole deck is full of liquid people, this 6000-power creature can snag you a victory before it even attacks. It costs eight mana, but it turns all your liquid people into unblockable assassins. Depending on the shield situation, you may be able to attack with all your liquid people for the win as soon as Nautilus shows up.



King Coral

Ranking ●

Base Set (PS2 Also)

Three mana on a 1000-power creature that has blocker is a throwaway. If you want an attacker or a blocker, you can get much more for three mana. The King Coral doesn't live up to its lofty title. Leave it out of your Water deck unless you have no other creatures.



King Neptas

Ranking ●●●

Rampage of the Super Warriors

This is actually a pretty good card. This six mana, 5000-power creature has a special ability that allows you to select a 2000 power or less creature of your opponent's in the battle zone and return it to his or her hand right before you attack with this creature. Thus you can get rid of a blocker before it can block you—definitely worth the extra cost.



water civilization



King Ponitas

Ranking ●●●●

Rampage of the Super Warriors

At eight mana, it will take some time before this creature gets into the battle zone. However, each time it attacks, you can search your deck for a Water card and place it in your hand. Whether that makes up for King Ponitas only having 4000 power is debatable, but this ability might just be enough to help you win the duel quickly.



Liquid Scope

Ranking ●●●●

Rampage of the Super Warriors

This card is similar to Recon Operation, but at twice the cost. For the additional mana, you get to look at all of your opponent's shields as well as his or her hand. While this can help you plan your attacks, four mana is often better spent on a creature or spell that will hurt your opponent.



King Ripped-Hide

Ranking ●●●●

Base Set (PS2 Also)

When this king hits the battle zone, you draw two more cards. Those cards help you fuel up for the future, but when you use a seven-mana card, there may not be much future left. You want the most you can for high-cost cards, and King Ripped-Hide only gives you a 5000-power attacker as an immediate bonus. That might not be enough to bring the battle home.



Marine Flower

Ranking ●●●●

Base Set

As far as defense goes in a Water deck, you probably want to include four copies of Marine Flower. For one mana, you can create a 2000-power blocker that can stop an early creature rush. It's not an ideal draw late in the game, but you can still summon it to slow down your opponent and, since it's so cheap, you can still cast another spell.



Legendary Bynor

Ranking ●●●●●●

Rampage of the Super Warriors (PS2 Also)

While Leviathans are often expensive for the power they have, this Evolution Creature may change your mind about including these Water creatures in your deck. For six mana, you can evolve one of your Leviathans into an 8000-power double breaker. In addition, your opponent won't be able to block any of your other Water creatures in the battle zone. With this card, your opponent has only a turn or two until you win.



Marinomancer

Ranking ●●●●

Shadowclash of Blinding Night

As with some of the other Water creatures in this expansion, it is intended for combination Water and Light or Darkness decks. For five mana, this 2000-power creature will allow you to draw the top three cards from your deck. Any Light or Darkness cards are put into your hand—all others go into your graveyard. Considering that you might lose a good Water card, and that you have to pay so much, this card really isn't so attractive.

Duel Masters Card Guide



Phantom Fish

Ranking ●●●

Base Set (PS2 Also)

The Phantom Fish falls right in the middle of the power spectrum. If you need a decent blocker, it's there for three mana. If your deck needs more attackers than blockers, get some of the cheaper or bigger blockers. When push comes to shove, most Water decks won't find room for it in the end.



Recon Operation

Ranking ●●

Evo-Grushinators of Doom (PS2 Also)

The information you gain from a Recon Operation can be valuable. No matter what you do, however, you must trigger those opposing shields eventually, so decide if it's worth it to spend a two-mana spell to find out all that information. Most of the time you would probably rather summon a creature with that mana or have a defensive spell ready to go.



Plasma Chaser

Ranking ●●●●

Evo-Grushinators of Doom (PS2 Also)

You pay six mana and in return land a 4000-power attacker. When the Plasma Chaser attacks, you draw cards equal to the number of creatures your opponent has in the battle zone. That could be 10 or it could be none. Most of the time, this ability makes the Plasma Chaser worth including in your deck. Sometimes it won't.



Revolver Fish

Ranking ●●●

Base Set (PS2 Also)

Although it can block with the best of them, the Revolver Fish really suffers from the can't-attack-anything penalty. For four mana, you gain a 5000-power defender, which slows down the assault, but it can destroy creatures only when they attack, and you know your opponent won't be attacking if it means his creature will be destroyed.



Psychic Shaper

Ranking ●●●●●

Rampage of the Super Warriors (PS2 Also)

If you have an all Water deck, be sure to include some of these cards. Though six mana is a lot to spend, this spell allows you to draw the top four cards in your deck and place all of the Water cards in your hand. Cards from other civilizations go in your graveyard. Getting four cards in one turn, in addition to the one you get regularly, is like getting an entire new hand in a single turn. And if your deck is all Water, you don't have to worry about throwing anything into the graveyard.



Saucer-Head Shark

Ranking ●●●●●

Base Set

It's possible to return your opponent's entire army back to his hand. The Saucer-Head Shark returns all creatures with 2000 or less power to each owner's hand, so don't inadvertently sweep all your creatures back to your own hand. When the Shark clears the battle zone, you can attack with your other creatures and follow up with its 3000-power frame next turn.

water civilization



Scissor Eye

Ranking ●●

Evo-Crushinators of Doom

Scissor Eye costs four mana and you get a 3000-power body. Nothing special about it. The Scissor Eye can attack and counterattack on tapped creatures, but there might be better choices in your collection to fill the mana spot. If not, use it until you develop your card pool, then switch it out.



Smile Angler

Ranking ●●●

Shadowclash of Blinding Night

Whether to include this card in your deck is up to personal preference and style. You will pay six mana for a 3000-power creature. However, each time it attacks, you can return a card in your opponent's mana zone to his or her hand. The high cost means that you might not get to use this ability much, but if dueling against a speed deck for a Civilization such as Fire, which discards mana, this can slow them down even more.



Seamine

Ranking ●●

Base Set (PS2 Also)

Seamine is a Water blocker but doesn't have the can't-attack penalty—good thing, because you already have to pay six mana for a simple 4000-power body on the creature. The luxury of the Seamine is summoning a creature that can block for you the turn it is summoned, then attack the following turn as a decent-sized aggressor.



Spiral Gate

Ranking ●●●●●

Base Set (PS2 Also)

You must have four copies of this spell if you choose to represent the Water civilization. It's a cheap spell—either two mana cast naturally, or zero if cast through its spell trigger—and its powerful ability to return any creature to your opponent's hand will save your skin several times. You can force your opponent to skip a turn when he has to recast the huge creature he tried to cast the turn before.



Shtra

Ranking ●●

Rampage of the Super Warriors

When you summon this creature into the battle zone, both you and your opponent return a card from your mana zone to your hand. However, you only bring out a 2000 power creature for the cost of four mana. If this ability is important to you, include this card in your deck. Otherwise, go for something better.



Stained Glass

Ranking ●●●

Evo-Crushinators of Doom

Against a Darkness, Light, or Water opponent, Stained Glass doesn't even belong in your deck. Against a Fire or Nature opponent, it shines. The 1000-power creature costs three mana and gives you a frightening ability against Fire and Nature: each attack it can return one Fire or Nature creature to your opponent's hand.

Duel Masters Card Guide

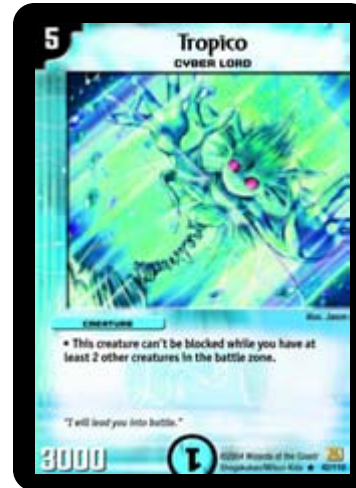


Stinger Ball

Ranking ●●●●●

Rampage of the Super Warriors

This three mana creature only has 1000 power. However, whenever it attacks, you can look at one of your opponent's shields. With only 1000 power, you will probably not be able to use this ability too much before your opponent destroys this creature.



Tropico

Ranking ●●●

Evo-Crushinators of Doom

When you read its text, Tropico seems to have "unblockability" built into him. However, it only works if you have two other creatures in the battle zone with him. Against certain destruction decks, this is impossible, so you can't rely on the ability. Otherwise, a 3000-power attacker for five mana doesn't make the grade.



Teleportation

Ranking ●●●

Base Set (PS2 Also)

At five mana, Teleportation is not for every deck. Its ability to return two creatures back to your opponent's hand can slow him up enough for you to overtake him in the shield race. Teleportation offers a great benefit if you can return two high-cost creatures that your opponent can't resummon during the following turn.



Unicorn Fish

Ranking ●●●

Base Set

This fish has Spiral Gate built into it. Cast the 1000-power Unicorn Fish and you can return any one creature to its owner's hand. Most of the time this is your opponent's biggest creature, but there could be times when you want to return your own. If you have a Chaos Worm, for example, you might want to return it to resummon for its destructive power.



Thought Probe

Ranking ●●●

Evo-Crushinators of Doom (PS2 Also)

The rewards for Thought Probe are sweet: draw three cards! The conditions on it are limited, though. You can draw the three cards only if your opponent controls three or more creatures. If you have a deck heavy on destruction, you may not want Thought Probe, because it won't fire off much. A deck without ways of destroying creatures, though, could thrive off it.



Virtual Tripwire

Ranking ●●

Base Set (PS2 Also)

If you want to tap things, head over to Light; it does it much better. To spend three mana on a spell that only taps a single creature is a waste, unless you want to add it to a deck based around the tapping theme. In all other Water decks, the space Virtual Tripwire takes up would be better served with any creature or another spell.



exclusive cards



Gor, Primal Hunter

Ranking ●●●●

Want to destroy two of your opponent's mana cards? Fortress Shell used to do this for nine mana, but Gor accelerates the nastiness by coming into the battle zone for only seven mana.



Phlael, Shadow Of Betrayal

Ranking ●●●●

Slayers are balanced because they have less power than other creatures of the same cost, and consequently are destroyed in most of their battles. Not Phlael, who automatically returns to your hand when it is destroyed, if you discard a card.



Illium, Electric Guardian

Ranking ●●●●●

Who said blockers were made to be trampled over? For a reasonable six mana, this guy lives up to the name "guardian" with a 6500-power body.



Bad-Axe Norsykler

Ranking ●●●●●

For six mana, this creature-killer effectively attacks as a 9000-power assassin against any creature. If it could also attack players, it would be obscene. Even so, Fire gets a great defender.



King Ambergris

Ranking ●●●●

With Ambergris in play, all your Water creatures gain infinite life. Each time they are destroyed, they skip the graveyard and return to your hand instead.